

NOV 06, 2015

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Apple

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APPLE TV
BEYOND
STREAMING
BRINGS IPHONE-LIKE APPS
TO THE BIG SCREEN

ONLINE GAMES
ADDICTIVE
BIG DEAL
ACTIVISION BUYS 'CANDY
CRUSH' MAKER FOR \$5.9B



THE APPLE STORE

HOW IT TOOK OVER THE WORLD



Pure
Design

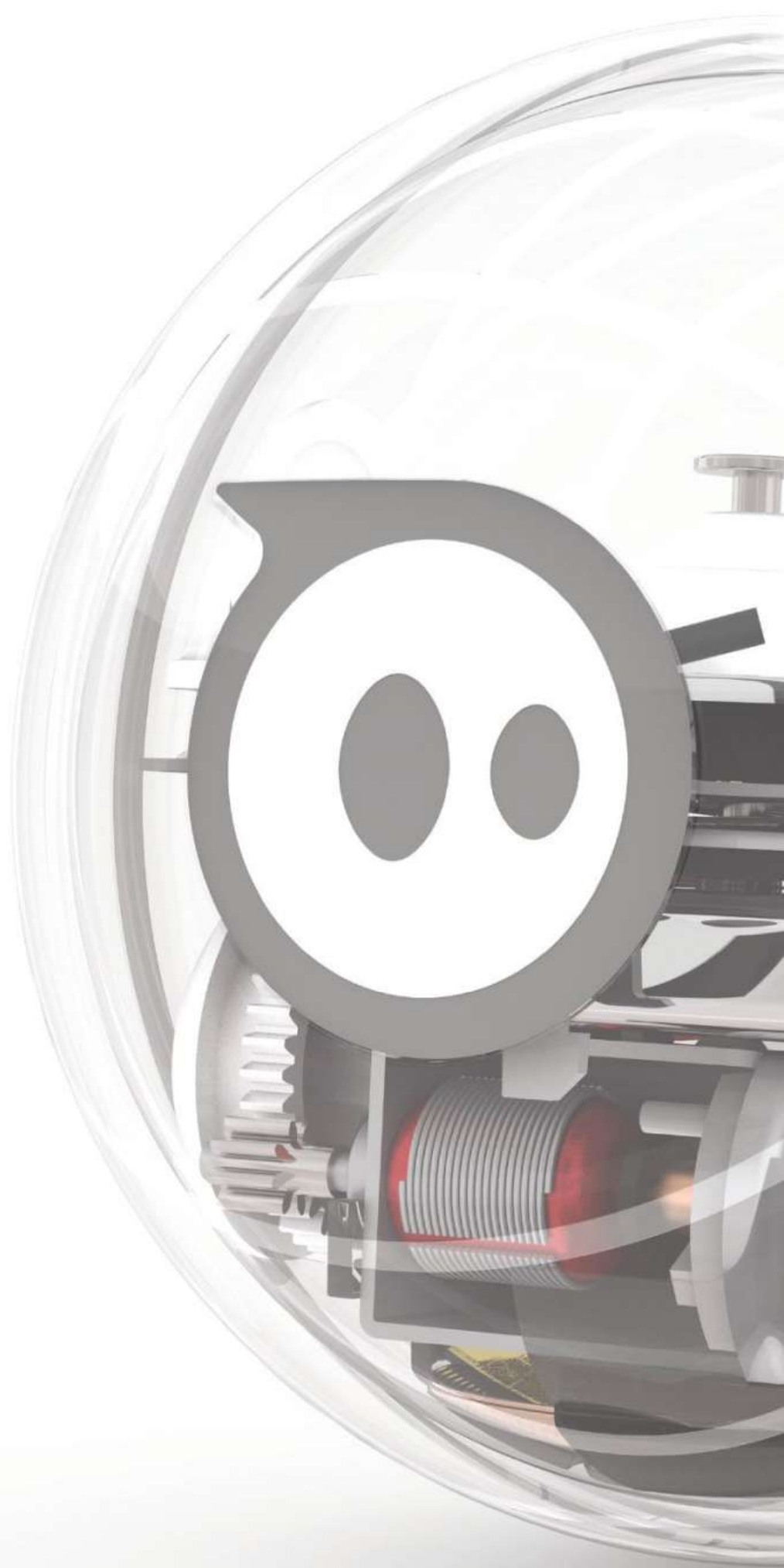


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CBS ALL ACCESS TO
DEBUT SUBSCRIBER-ONLY
'STAR TREK' IN 2017





"Star Trek" is going boldly where it hasn't gone before with a brand-new edition of the sci-fi TV empire.

CBS Television Studios said Monday the "totally new" series will arrive in January 2017. But it will be available exclusively on CBS All Access, CBS' subscription streaming video service.

Only a preview episode will be aired, free of charge, on the broadcast network, CBS said.

CBS All Access, which costs \$5.99 a month, already offers every episode of all previous "Star Trek" television series, along with series from CBS' current and past broadcast schedule. The new "Star Trek" will be the first original series developed specifically for U.S. audiences for the service.

The new "Star Trek" will introduce new characters in search of new worlds, CBS said. But no story or cast details were disclosed.

Executive-producing will be Alex Kurtzman, who co-wrote and -produced 2009's "Star Trek" feature and "Star Trek Into Darkness" in 2013. He is also an executive producer for CBS series "Scorpion," "Limitless" and "Hawaii Five-O."

Conceived by Gene Roddenberry, the original "Star Trek" series debuted on NBC in September 1966 and aired for three seasons while igniting a revolution in science fiction storytelling.

That series has since spawned multiple follow-up TV series, most recently "Enterprise" (2001-2005), and films, including the feature "Star Trek Beyond," which is set to be released next summer. It is unrelated to the forthcoming TV series, CBS noted.



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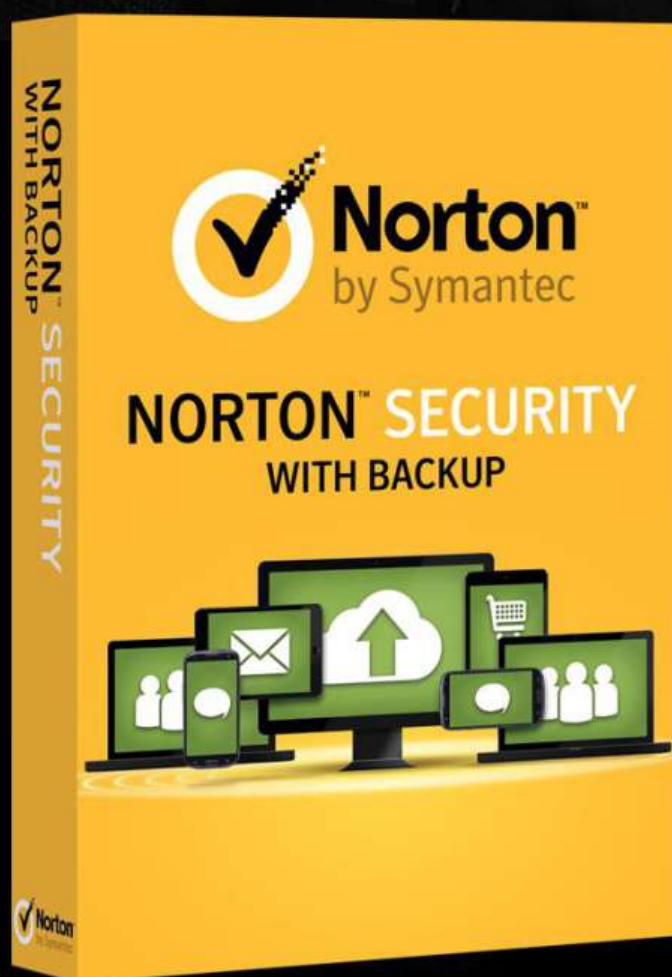
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Review:

Apple TV Brings iPhone-Like Apps to The Big Screen





It turns out that Apple's streaming-TV box - aptly named Apple TV - isn't just for streaming anymore. Its latest incarnation, which ships last week, offers on the big screen just about anything you could previously only do on an iPhone or iPad.

Whether that's good may depend on whether you really want to buy shoes, browse home listings or read comic books on your TV. The new Apple TV looks to be a capable device for those purposes, although it's not flawless. Its streaming-TV features also trump those of its predecessor.

The new Apple TV will set you back \$149, or \$199 for a version with extra storage. Apple will still sell the old version for \$69. Neither requires an iPhone or iPad, although either iDevice can simplify the Apple TV setup process.





THE BASICS

Apple TV has been a dependable streamer, but until now its repertoire was limited to a few dozen services. Sure, these included Netflix, Hulu and HBO. But Apple didn't let you add other channels - say, competitive videogame play from Twitch.tv - on your own.

That's all changed. The new Apple TV features an iPhone-like app store that lets you choose your own streaming services. And it's no longer pushy about steering you to iTunes and other Apple services. You can easily customize the home screen with your favorites.

Video quality on the new Apple TV maxes out at full high definition, known technically as 1080p. That should be plenty for most people. Video enthusiasts may complain that it doesn't support a higher-quality video standard called ultra-high definition or 4K, as several other streaming boxes do. But there aren't many 4K TVs or much programming for them available yet.

The Apple TV remote doesn't have a headphone jack, which other streaming devices like the Roku 3 and 4 and the Nvidia Shield offer to spare your family and roommates late at night. Instead, Apple TV supports Bluetooth wireless headphones. Although you need to buy those separately, I prefer them because it can be tricky doing chores with a remote dangling from your headphone cords.

It's not yet clear whether you'll be able to stream video from Amazon and Google Play. Both companies have competing video stores, and one sticking point could be the cut Apple takes on in-app digital sales. Other major services, including Google's YouTube, are expected on the Apple TV.





INNOVATIONS

The new Apple TV enables voice searches using the Siri virtual assistant. Request “Seinfeld” or Jennifer Lawrence, and Apple TV will look through catalogs for iTunes, Hulu, Netflix, HBO and Showtime, with more to come. You can even ask for “good documentaries to watch.”

Although similar capabilities are available on other devices, Apple TV goes further in a few ways:

- The remote replaces traditional rewind and forward buttons with a laptop-style trackpad. By sliding left and right, you control playback and navigate the on-screen keyboard more quickly. Sliding down gets you settings and show details, when available. The remote also lets you control the TV’s power and volume directly, something I’ve seen only with TiVo video players.
- You can control playback by asking Siri to rewind 45 seconds or jump ahead five minutes, though some services won’t let you forward past commercials. Saying “What did she say?” will rewind video 15 seconds and briefly turn on closed captioning, when available. It works fully with iTunes for now, but the closed-captioning part doesn’t work with all third-party services yet.
- You can ask Siri for a specific episode, such as the “How I Met Your Mother” episode with Katie Holmes. Guest stars tend to trip up rival devices.





BEYOND STREAMING

Siri offers weather, stocks and sports information. It was great for tracking Tuesday's World Series opener without watching the game. This feature isn't unique to Apple TV, but unlike the competition, Apple TV feeds you info without interrupting your video by sliding up results from the bottom of the screen.

I had to rephrase or repeat my questions a few times, especially if I was speaking quickly. As long as I enunciated clearly, results were mostly satisfactory. Apple TV's version of Siri, however, won't handle general Web searches.

Apple TV catches up with rivals in enabling games. The remote has sensors that let you navigate spaceships and swing baseball bats by moving it around. But a bigger potential lies in bringing other apps to the big screen.

You can browse home to buy through Zillow and places to stay on vacation through Airbnb. Images on the big TV gave me a better sense of these properties than phone browsing would. You can also shop through Gilt and QVC.

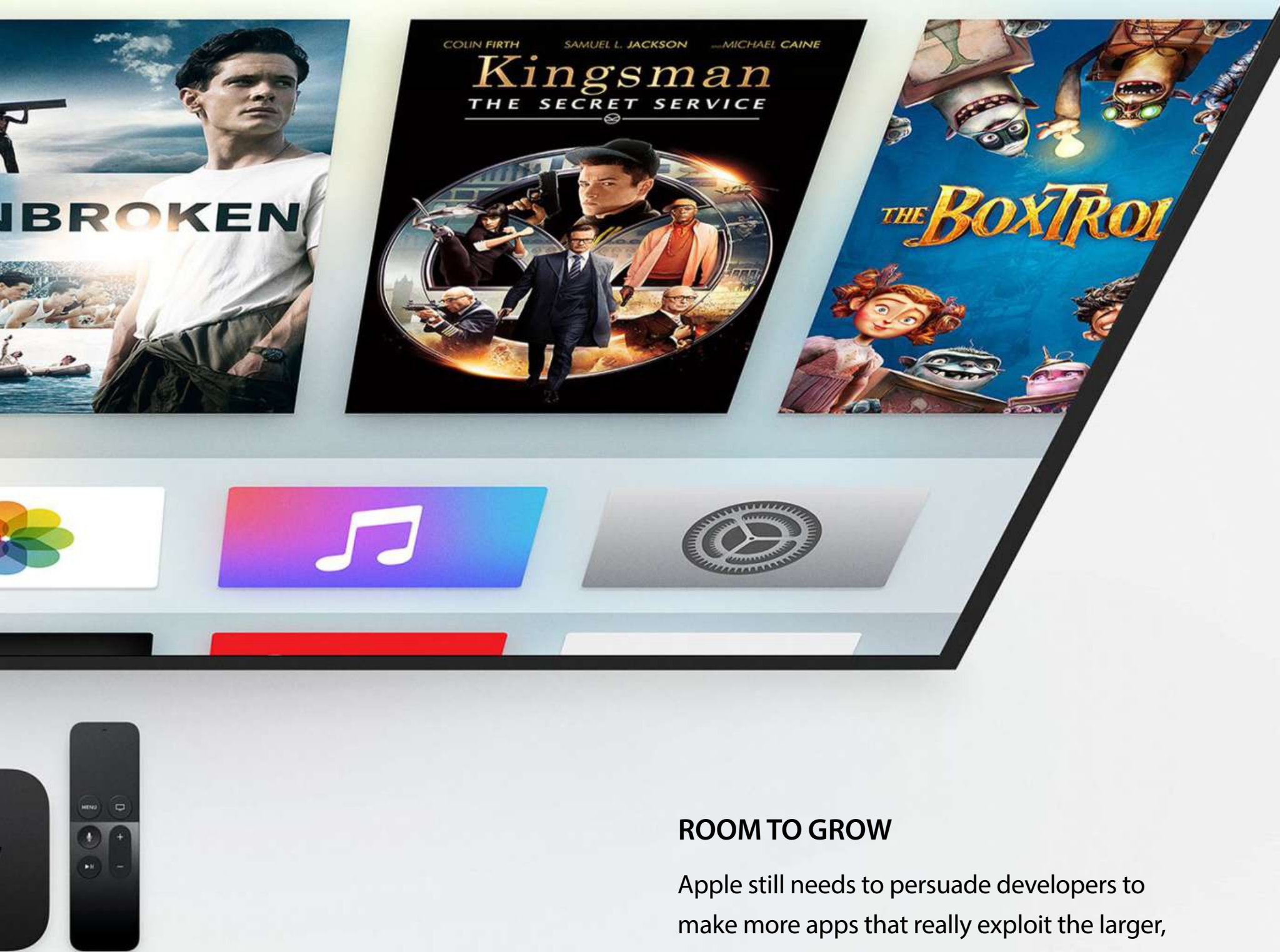






Movies





ROOM TO GROW

Apple still needs to persuade developers to make more apps that really exploit the larger, and often shared, TV screen. Many of the apps now available are limited to one user profile or account, making them difficult for others to use.

It would also be nice for Apple TV to work better with payment services. You can easily buy videos and games with your iTunes account, but non-digital products are another story. Airbnb, for instance, will let you “favorite” places to stay, but you’ll need a phone or computer to book a room. It’s not exactly the relaxed, couch-potato experience you expect from TV.

Generally speaking, though, the new Apple TV has taken an important first step into a broader world. Plenty of devices do video and games well. With a new range of non-streaming apps, Apple has an opportunity to do much more than that.

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LINKEDIN'S 3Q RESULTS TOP ANALYST VIEWS, PROPELLING STOCK

LinkedIn is behaving like an extremely productive worker who always seems to get the job done while still yearning to be more like flashier peers.

The professional networking service delivered another outstanding performance in the third quarter, lifting its stock by almost 12 percent in extended trading after the numbers were released Thursday.

LinkedIn has been a Wall Street star since its stock debuted in May 2011, its service establishing itself as a digital rolodex for ambitious workers and talent-hungry employers.





The formula has enabled LinkedIn to expand its audience and boost its revenue at a clip that has increased the company's market value by five-fold since the initial public offering.

True to form, LinkedIn's results for the three months ending in September exceeded the projections that steer investors' perceptions. The company's revenue forecast fell within the range of analysts' predictions, a conservative habit that LinkedIn has adopted in an apparent attempt to make it easier to deliver pleasant surprise.

LinkedIn's revenue for the latest quarter rose 37 percent from last year to \$780 million. That topped the estimate of \$757 million among analysts surveyed by Zacks Investment Research.

The Mountain View, California, company lost \$40.5 million, or 31 cents per share, widening from a setback of \$4.3 million, or 3 cents per share, at the same time last year.





If not expenses for employees' stock compensations and accounting costs for past acquisitions, LinkedIn said it would have earned 78 cents per share. That figure easily surpassed analysts' estimates of 47 cents per share.

The service ended September with 396 million accountholders, a gain of 16 million since June. LinkedIn CEO Jeff Weiner said the network topped the 400 million mark this month.

"LinkedIn's value proposition is simple - connect to opportunity," Weiner said.

For all its success, LinkedIn has had trouble getting its accountholders to visits its service as frequently and stick around for as long as people do at Facebook's social networking site or even other popular communications channels such as Pinterest.

That shortcoming has prompted LinkedIn to add more content offering professional advice and to tinker with its mobile applications in an attempt to make its service even more compelling. By luring in more people for longer periods, LinkedIn hopes to boost its ad revenue, which doesn't bring in as much money as the fees that LinkedIn collects from employers, headhunters and job seekers for additional privileges and analysis.

Those efforts so far have only been modestly successful.

Most investors, though, apparently will be satisfied if LinkedIn just keeps doing what it does best as a conduit for workers and employers. LinkedIn's stock surged \$26 to \$243 in extended trading. If the shares mirror that gain in Friday's regular session, the stock will have gained about 6 percent so far this year.

HP, A SILICON VALLEY ICON, IS READY FOR ITS BREAK-UP

One of the nation's most storied tech companies will split in two this weekend, another casualty of seismic shifts in the way people use technology - and big-company sluggishness in responding.

Hewlett-Packard was an early pioneer of what became the model for Silicon Valley startups: Founded in 1939 by two Stanford graduates in a Palo Alto, California, garage, HP was long celebrated for its engineering know-how and laid-back corporate culture. It made hefty profits as it grew into a multinational giant that sold a wide range of computer gear and commercial tech services.

But after struggling to keep pace with recent trends like the rise of smartphones and cloud computing, HP's board decided last year to create two smaller companies, each with a narrower focus.





HP Inc. will sell personal computers and printers; Hewlett Packard Enterprise will sell commercial computer systems, software and tech services. Starting Monday, each will trade separately on the New York Stock Exchange.

The old HP “missed the emergence of the Web,” said tech analyst Peter Burris at Forrester Research. “They missed the emergence of mobile.”

HP’s current chief executive, who pushed for the split, says the new spinoffs will be more nimble. CEO Meg Whitman will run HP Enterprise, while PC industry veteran Dion Weisler will lead HP Inc. Each will be independent, with “flexibility to respond to a constantly evolving market,” Whitman told an investor conference last month. “With less to focus on,” she added, “each company will do core things better.”

By dividing HP into roughly equal halves, analysts estimate, each spinoff should produce more than \$50 billion in sales next year. But skeptics say neither will have the clout of the old HP, which became a leading consumer brand while using its vast size to negotiate volume discounts with suppliers and big contracts with business customers.

“They won’t have the impact that HP once had, now that they don’t have the depth of portfolio they once had,” predicted Rob Enderle, a longtime industry analyst. “It’s not clear what HP is anymore.”

Each of the spin-offs will face significant challenges: Demand for PCs and printers is continuing to decline, as more people use mobile devices and store their documents and photos online in the cloud. And in the commercial





computing sector, more businesses are using online software instead of buying servers and other hardware from companies like HP.

HP recently said it's giving up on competing directly in cloud computing, a growing business in which companies large and small run software in remote data centers operated by Amazon and others.

The same trends are rocking other long-time tech giants. Microsoft has been forced to change the way it sells software, as fewer people buy PCs that run its Windows operating system. PC-maker Dell is shifting its focus to corporate data centers, paying \$67 billion to acquire commercial computing giant EMC Corp.

IBM, meanwhile, has sold off units that made personal computers, servers and microprocessors as profits declined in each. It's investing in new sectors with more growth potential, such as data analytics, cybersecurity and cloud computing.

Along with external pressures, HP has struggled with internal problems - a series of controversial CEOs, botched acquisitions and scandals involving top executives and directors.

Critics still debate the wisdom of an earlier decision to spin off a unit that made scientific testing and measurement gear. That was HP's original, and some believe its most innovative, business. It became Agilent Technologies in 2000.

As for the new spinoffs, Forrester's Burris said he's not ready to count them out. "It's reasonable to think both can be thriving companies, but a lot will come down to the quality of their management."





The Apple Store: how it took over the world

A HUGE GLOBAL NETWORK OF RETAIL STORES



Image: Mark Lennihan





If you are an Apple fan, you have almost definitely spent time in an Apple Store. Spending time in one of Apple's hundreds of retail stores around the world is an intuitive and luxurious experience akin to actually trying out the features of one of the latest iPhones or iPads. This is no accident; in fact, these stores were specially built to extend many facets of the unique Apple experience to the Main Street.

Commercially, the Apple Stores have bettered many of Apple's own devices, having **pulled in revenue of \$5.1 billion in the fourth quarter of the 2014 fiscal year**, the most recent quarter for which Apple specifically reported its retail returns. And yet, were it not for Steve Jobs' belief and perseverance, likely not a single Apple Store would have been opened. How has Apple reached this highly enviable stage? How are Apple Stores evolving? And what's in store - pun very much intended - for the future?

THE ORIGIN OF THE APPLE STORES CONCEPT

Shortly after taking the reigns of Apple in the late 1990s, Steve Jobs made the bold move of stopping distribution of Apple products at third party retailers - with the sole exception of CompUSA, which had agreed to high visibility showcasing of Apple products and sales staff dedicated to these products. However, even this strategy was not sufficiently adventurous for Jobs - and, when he first proposed the idea of Apple retail stores to the company's board of directors, the reaction wasn't enthusiastic.

However, Jobs' refusal to drop the idea led the board to eventually give the nod to the



Image: Robert Galbraith



construction of four initial Apple Stores. As Joseph J Kim explains **in his 2013 book *Business Secrets of Steve Jobs***, these stores were intended to differ from other electronics retail stores in three main ways: they would appear in busy areas like shopping malls, have “a premium look and feel to convey the quality of the products”, and provide customer experience that was “most carefully crafted and delivered”.

THE KEY DIFFERENCE WITH APPLE STORES

The last of those points could almost seem like generic marketing speak until one looks closer at the clever and painstaking attention to detail involved. As Kim further explains, the primary aim of these stores was simply to give customers a delightful experience. The stores were “purposely designed to look like museum exhibits of great works of art”, and actually selling products was a secondary concern - to the extent that “pushy salespeople” and even cash registers were left out.

This ethos of the Apple Stores certainly hasn’t died with Steve Jobs. Writing **for Forbes earlier this year, Carmine Gallo described the five steps** - corresponding to the acronym A-P-P-L-E - that each Apple Store employee is trained to take a customer through. These can be summarized as “Approach customers”, “Probe politely”, “Present a solution”, “Listen for and resolve issues or concerns” and “End with a fond farewell”. These steps typify how, as Gallo notes, the Apple Store’s soul is not products, but instead “its people - how they are hired, trained, and taught to engage the brand’s customers.”

APPLE CONTINUES TO FLOURISH WHERE OTHER COMPANIES STRUGGLE

This could go a long way towards explaining why other companies have tried and failed to effectively replicate the Apple Stores model. Just last month, AppleInsider noted the example of Microsoft - which, in the last six years, has opened 116 of its own retail stores **“often featuring more employees than customers”**. This lack of customers remained glaring even in San Francisco’s Microsoft Store during last year’s holiday season, when popup retail spots run by Samsung and Amazon similarly struggled.

By contrast, Apple Stores were profitable from a very early stage, and have now surpassed 460 in global number. Sights of crowds of excited people queuing outside such outlets to get their hands on new iPhones have become a September staple, while new store openings, like **that of Belgium’s first Apple Store earlier this fall**, are regularly reported. And there are **plans for the first set of such stores in India...**

HOW APPLE STORES HAVE GROWN AND DIVERSIFIED

With more and more Apple Stores being added to the list of worldwide outlets over time, perhaps we shouldn’t be surprised that some of them have developed in fame to become tourist attractions. The Fifth Avenue store was once even **found to be statistically the most photographed building in New York City**, while other stores, including **those at the city’s Grand Terminal and London’s Covent Garden**, are as renowned for their architectural beauty as much as for their size and popularity.



Image: Yasin Soliman











Apple has experimented with their bricks and mortar retail offer in other ways - for example, through setting up three shops dedicated to the Apple Watch in the high-end department stores of Selfridges in London, Galeries Lafayette in Paris and Isetan in Tokyo earlier this year. These stores-within-stores are especially notable for **the opportunities they offer for sampling the high-end gold Apple Watch Edition models;** with prices in the same region as the US prices of \$10,000 to \$17,000, Apple is clearly intent on heightening the luxurious feel of mainstream Apple Stores even further with these little shops.

Looking to the opposite end of the scale, however, which are the least exclusive - in other words, the biggest - Apple Stores? You might have gained the impression from recent reports that the new Dubai store, which opened in the city on the same day as another Apple Store in the other United Arab Emirates city of Abu Dhabi, takes the ultimate crown. However, impressive though it is in size, an Apple spokesperson confirmed to Emirates 24|7 that **the Apple Store in London's Covent Garden remains the world's largest, with its three floors covering 40,000 square feet.**

THERE'S NO STANDING STILL FOR APPLE STORES

The original idea for the Apple Stores was undoubtedly forward-thinking, so it's fortunate that Apple's retail strategy is continuing to evolve even despite its already huge success. Former Burberry CEO Angela Ahrendts has enacted a number of changes since **becoming Apple's Senior Vice President of Retail and Online Stores in April 2014.** Some have been

Apple WATCH





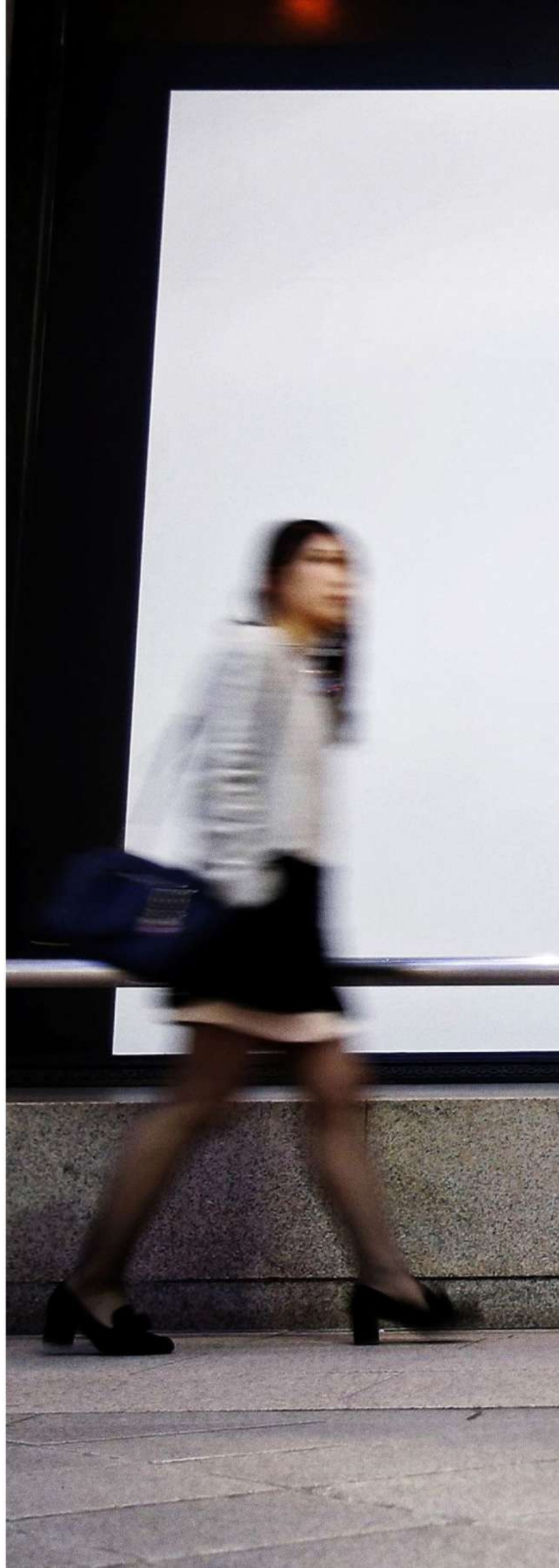
subtle, like introducing new shirts for sales staff and removing iPods from the main display tables. Meanwhile, the major change of training physical store workers in online retail **helped Apple to avoid lost sales during the gradual Apple Watch rollout.**

A similar trend emerged when, in August, Apple did away with the 'Store' tab and 'store.apple.com' domain on its website **to integrate its online retail interface more closely with the rest of the website.** This has made the online process from reading about a product to buying it more streamlined and seamless; after looking over a product page, a user can now just click the clearly displayed 'Buy' link on the same page. Cases and extended warranties for the product can also be chosen on the same page.

WHAT IS THE FUTURE FOR APPLE STORES?

Under Cook and Ahrendts, Apple Stores appear to be in safe hands. In an interview in September, Cook revealed that he chose to recruit Ahrendts due to what Fortune has described as their shared "vision of leadership, one more about people than process and the team rather than the hero". The stores are also likely to stick to the same beautiful design philosophy, albeit **possibly becoming more minimalist due to the increased influence of design guru Jony Ive.** Steve Jobs' vision remains alive and well. ■

by Benjamin Kerry & Gavin Lenaghan



WATCH

まもなく登場











SOUTH KOREA PULLS PLUG ON CHILD MONITORING APP

The most widely used child surveillance app in South Korea is being quietly pulled from the market after security specialists raised serious concerns about the program's safety.

Moon Hyun-seok, a senior official at the Korea Communications Commission, told The Associated Press that "Smart Sheriff" has been removed from the Play Store, Google's software marketplace and that existing users are being asked to switch to other programs. Smart Sheriff's maker, an association of South Korean mobile operators called MOIBA, did not return a message seeking comment.

Smart Sheriff's disappearance is awkward news for South Korea's effort keep closer tabs on the online lives of its youngest citizens.

A law passed in April requires all new smartphones sold to those 18 and under to be equipped with software which parents can use to snoop on their kids' social media activity.

Smart Sheriff, the most popular of more than a dozen state-approved apps, was meant to keep children safe from pornography, bullying and other threats, but experts say its abysmal security left the door wide open to hackers, putting the personal information of some 380,000 users at risk.

Pulling the plug on Smart Sheriff was “long overdue,” said independent researcher Collin Anderson, who worked with Internet watchdog group Citizen Lab and German software auditing firm Cure53 to comb through the app’s code. In a pair of reports published in September, Cure53 described the app’s security as “catastrophic.” Citizen Lab, which is based at the University of Toronto’s Munk School of Global Affairs, said the problems could lead to a “mass compromise” of all users.

MOIBA said in response then that the vulnerabilities had been dealt with in the six weeks preceding publication of the reports, but the researchers said in new reports published Sunday that fixes were mainly cosmetic, “akin to putting a lock on a few of the doors but then leaving the keys to the locks outside,” Anderson said.

It was unclear precisely why or exactly when the government decided to pull Smart Sheriff from the Play Store or whether it plans to cut off users who wish to keep the app installed despite the security concerns.

Cure53’s Mario Heiderich said the program still appears to be working for existing users, and AP could find no announcement about the development on the Smart Sheriff website Sunday.





Heiderich said it wasn't his place to say whether it was right to mandate the installation of monitoring apps on children's phones. But he said South Korea's implementation of the surveillance regime was disastrous.

"If you are going to do it at all, you have to do it right," he said. "And this was not done right at all."

Anderson worried that the surveillance apps Smart Sheriff's users are being asked to migrate to may have similar security issues.

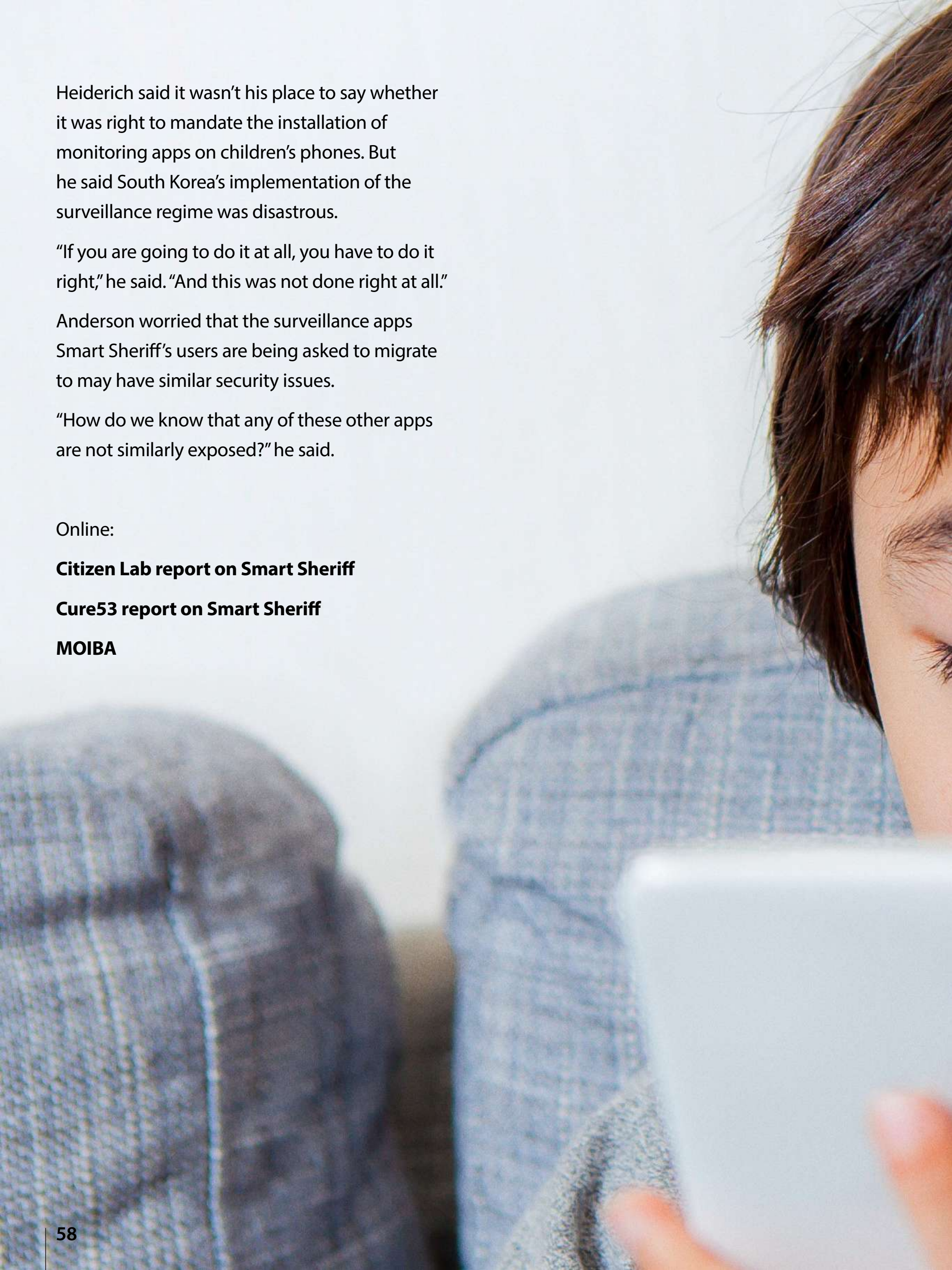
"How do we know that any of these other apps are not similarly exposed?" he said.

Online:

Citizen Lab report on Smart Sheriff

Cure53 report on Smart Sheriff

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TIME WARNER CABLE PLANS FOR TV ON THE INTERNET

Hate your cable box? In a few weeks, Time Warner Cable is going to start testing in New York City a cable service that doesn't need one and is delivered over their customers' home Internet.

And that could one day expand beyond New York as cable companies try to appeal to younger people who have grown comfortable watching TV via Netflix or Hulu without a traditional cable box. The number of people skipping cable service is increasing as more people choose the Internet for their video fix.





“Where we’re headed is the ability of customers to access the complete video product without having to rent a set-top box from us,” said CEO Rob Marcus on a call with analysts. He said one thing the company had to do was make sure that every channel was available for an Internet TV alternative that worked through a streaming-TV device like a Roku.

Marcus said you wouldn’t need a tech to install cable for you. “You can simply type in your username and password and you have video,” he said.

It’s not clear how the service compares to traditional TV. It’ll have a couple options for service packages, but Time Warner Cable spokeswoman Nathalie Burgos declined to answer questions about prices and package specifics.

Time Warner Cable’s TV app is already available on a Roku or Xbox for cable subscribers, who can use it in place of a 2nd cable box. If you had two TVs in your house and one cable box, that app, as it exists now, serves as a second cable box. But it doesn’t have DVR functionality or video-on-demand movies that you can pay extra to watch.

With the new trial, Time Warner Cable is eliminating the need for a first cable box, which usually comes with a monthly fee for customers, and throwing in a free Roku. The service would require a TV that worked with Roku. Burgos wouldn’t answer questions about how the service could affect a user’s home Internet speeds.

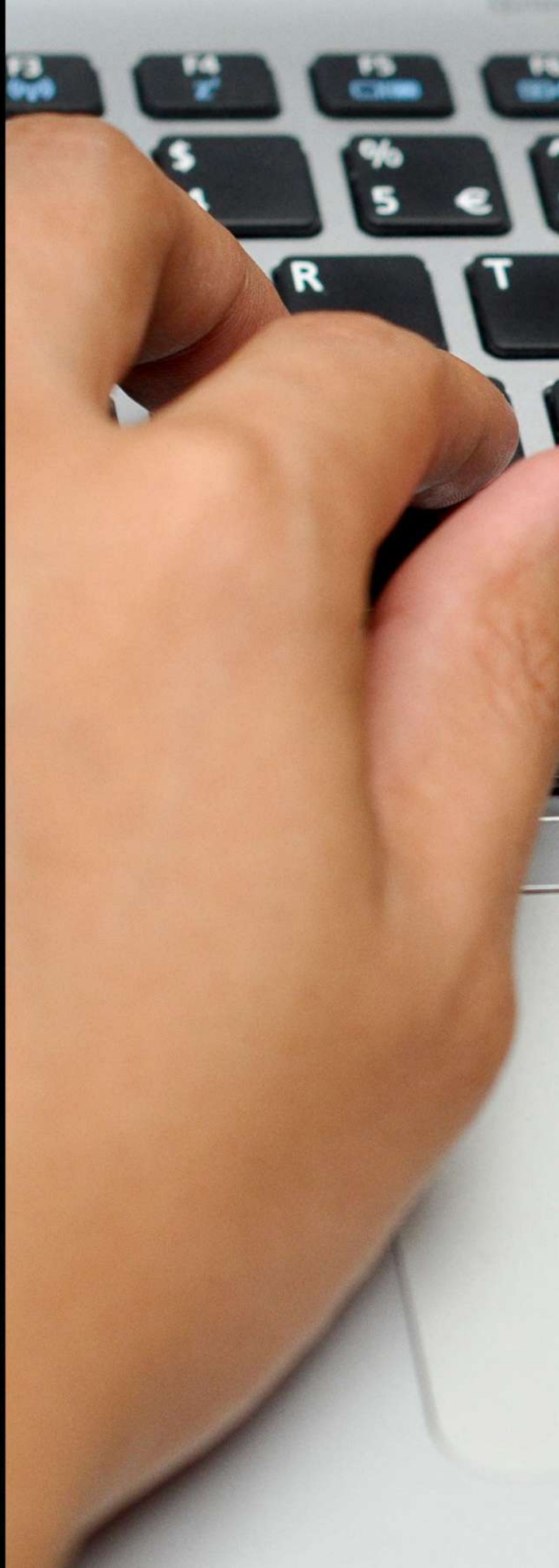
Comcast is also trying to appeal to millennials with Stream, a TV service that cuts out the cable box and, when using Comcast's app, only works on mobile devices and computers. (If you subscribe, you can also log in to HBO Go through an Apple TV, say, and watch on a TV.) Stream has been testing for free in Boston. Comcast spokesman Steve Restivo says the service, which is just broadcast networks and HBO, will launch this quarter in Boston and Chicago. Using it doesn't count against Comcast's data caps when you use Comcast's app.

New York-based Time Warner Cable Inc., which Charter Communications is trying to buy, said Thursday that cable customers fell by 7,000 in the July-September quarter, to 10.8 million. (Like Comcast, Time Warner Cable said that it was its best third-quarter result since 2006.) The company said that the number of people signing up and the number of people who were leaving both improved in the third quarter, and that its internal measures of customer service showed gains.

But the real driver is the Web. It gained 232,000 Internet customers, to 12.4 million. The company said more customers are signing up for faster, more expensive Internet speeds.

Its net income fell 12 percent to \$437 million, or \$1.53 per share, hurt by costs related to merger activity. Adjusted earnings per share topped analyst expectations. Revenue grew 3.6 percent to \$5.92 billion, which was short of Wall Street's prediction.

Time Warner Cable shares gained 2.7 percent to \$190.32 in afternoon trading.









CLASH OF CLANS MAKER

Mobile gaming company Supercell is now reportedly Finland's biggest money-maker, with a taxable income nearly 10 times that of one-time cellphone powerhouse Nokia.

Finnish news agency STT on Monday said the company behind the popular strategy game Clash of Clans last year had the highest pre-tax income of any Finnish company, with 871 million euros.

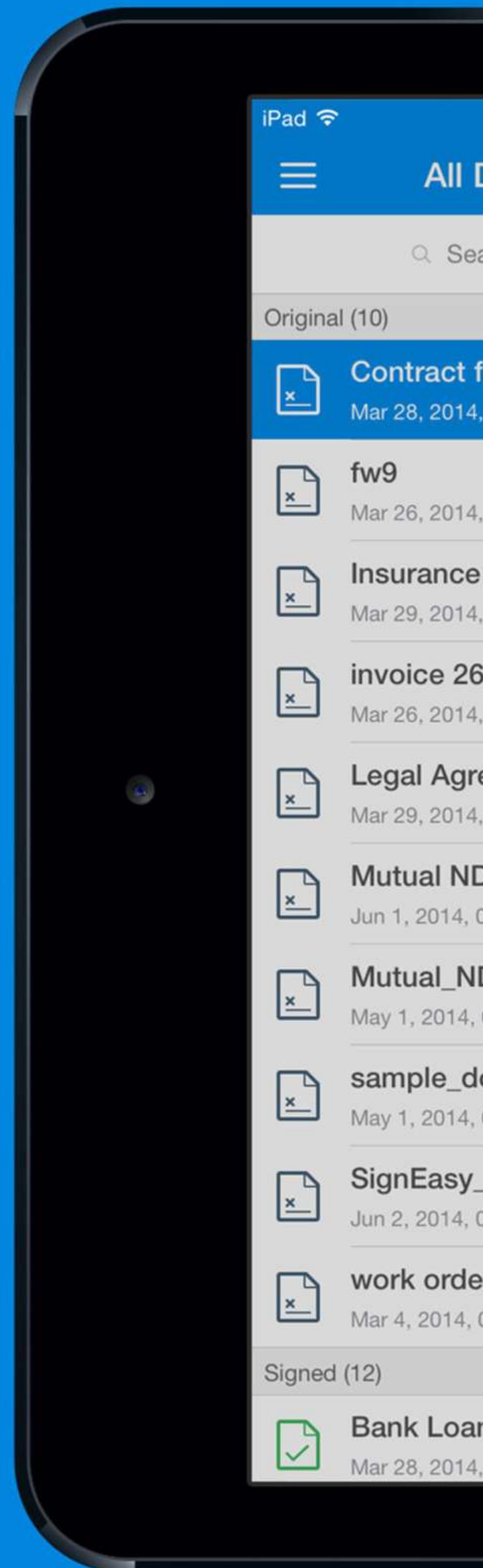
Banks and insurance companies earned more but their income included subsidiaries and branches abroad.

Nokia, once Finland's biggest company, slipped down the scale with earnings of 92 million euros, according to tax officials.

STT said the Nordic country's top individual earner was Supercell's game lead, Lasse Louhento, with a reported income of 6 million euros in 2014.

The tax filings of individuals and companies are open to the public in Finland and other Nordic countries.

MICROSOFT GETS STINGY WITH FREE ONLINE STORAGE





Microsoft is getting stingy with online storage.

The company just cut the free space it offers through its OneDrive service by two-thirds, making it the second major company to retreat from a consumer cloud-storage boom that tempted users with price cuts and ever-larger free offers.

Starting next year, Microsoft will cut its free option to 5 gigabytes, down from 15 gigabytes now. Microsoft says the new allotment is enough for about 6,600 Office documents or 1,600 photos.

Earlier this year, Amazon eliminated a free 5 gigabyte storage plan, although it still offers that amount to those who pay for its Prime loyalty program.

Microsoft is also effectively doubling prices for some storage plans. It will charge \$2 a month for 50 gigabytes of storage, including the free allotment, rather than the 100 gigabytes it currently offers at that price. The company is eliminating a \$4-a-month, 200 gigabyte plan.

Subscribers to Microsoft's Office 365, which offers word processing, spreadsheet and other apps starting at \$7 a month, will now be limited to 1 terabyte, or 1,000 gigabytes, of storage. The company is killing off an "unlimited" option that it said a "small number of users" had abused by backing up numerous personal computers and storing entire movie collections.

As with similar services from Google, Dropbox and others, OneDrive can store just about any type of files. Apps can automatically sync what you store on a device.





Under CEO Satya Nadella, Microsoft has emphasized mobile and online services such as OneDrive over traditional sales of Windows and Office software for personal computers. The company has offered services for free as a way to hook people into using other services, such as Microsoft's ad-supported Bing search engine and the Office 365 subscription.

Microsoft didn't explain why it was cutting back its storage offer, or why it advertised an "unlimited" option if actually using large amounts of storage posed a problem. The company declined to comment beyond a blog post it published Monday night.

Microsoft says it will give people time - up to a year in some cases - to remove files that exceed its new limits.

Here's a look at some of the alternatives:

DROPBOX: People get only 2 gigabytes for free, but can earn bonuses by getting friends to sign up or by uploading photos automatically from phones. After that, it's \$10 a month for a terabyte of space. Business plans with unlimited storage cost \$15 a month per person, with a minimum of five people.





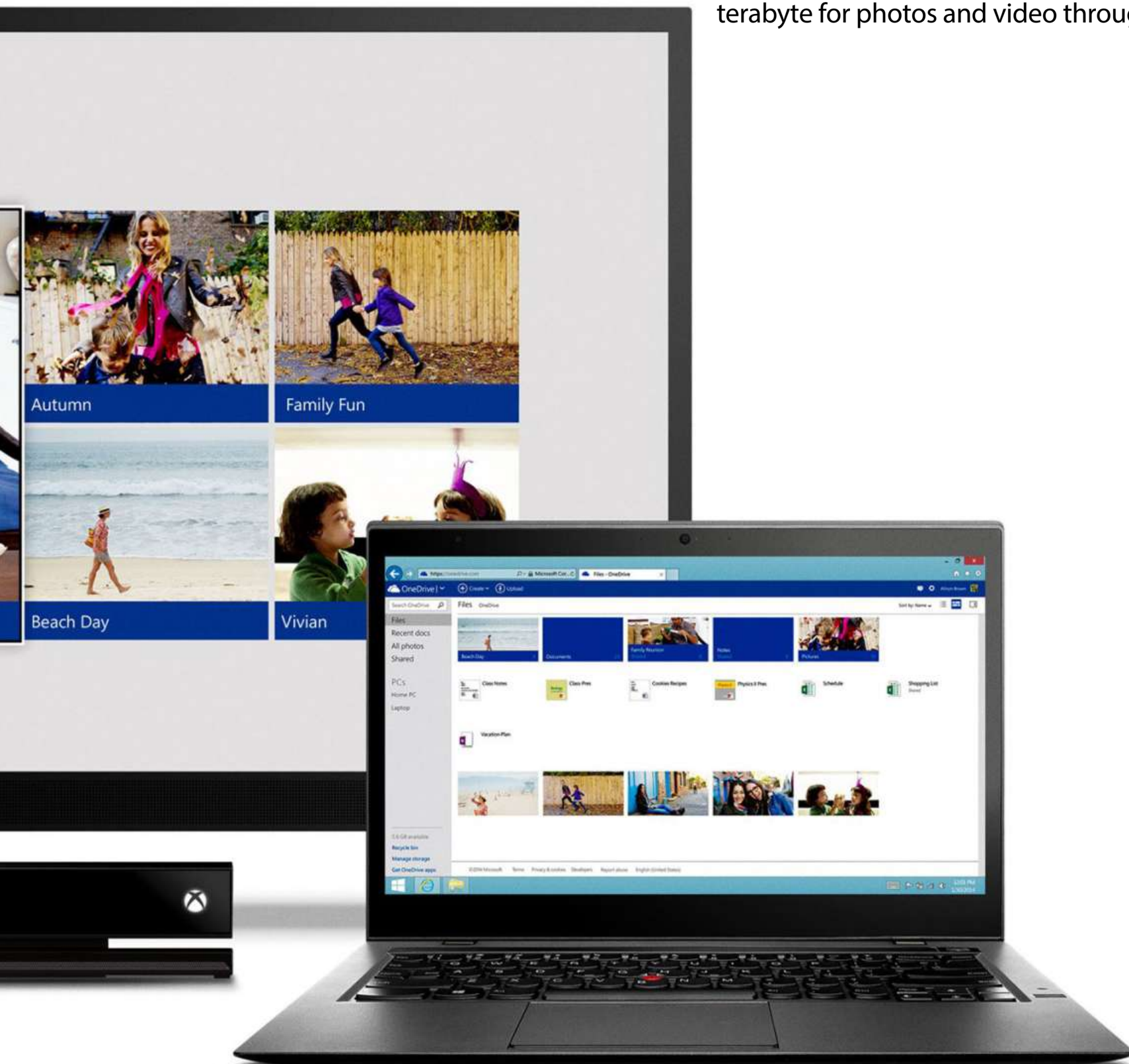
GOOGLE DRIVE: It's 15 gigabytes of free storage to start, but that includes Gmail messages on the account. Photos of up to 16 megapixels, which covers most phones, won't count toward the limit. For more storage, prices range from \$2 a month for 100 gigabytes to \$300 for 30 terabytes.

APPLE'S iCloud: Free storage starts at 5 gigabytes, which includes what's needed for iPhone backups. Those needing more can pay \$1 a month for 50 gigabytes, \$3 for 200 gigabytes or \$10 for 1 terabyte. iCloud storage works best with Apple devices.



AMAZON CLOUD DRIVE: Amazon offers unlimited photo storage and 5 gigabytes for video and other files for \$12 a year, or \$1 a month. For unlimited storage of all files, it's \$60 a year, or \$5 a month. Members of Amazon's \$99-a-year Prime loyalty program get the lower option for free. Amazon eliminated its 5-gigabyte free plan in March.

YAHOO: Although Yahoo doesn't have a general file-storage service, it offers a generous 1 terabyte for e-mail and an additional 1 terabyte for photos and video through Flickr.



TOP Free Apps

iOS



#01 – Facebook Messenger

By Facebook, Inc.

Category: Social Networking

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#02 – Smashy Road: Wanted

By Remco Kortenoever

Category: Games

Requires iOS 5.1.1 or later. Compatible with iPhone, iPad, and iPod touch.



#03 – Facebook

By Facebook, Inc.

Category: Social Networking

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#04 – Instagram

By Instagram, Inc.

Category: Photo & Video

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#05 – Snapchat

By Snapchat, Inc.

Category: Photo & Video

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#06 – YouTube

By Google, Inc.

Category: Photo & Video

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#07 – iTunes U

By Apple

Category: Education

Requires iOS 8.3 or later. Compatible with iPhone, iPad, and iPod touch.



#08 – Afterpulse

By GAMEVIL USA, Inc.

Category: Games

Requires iOS 9.0 or later. Compatible with iPhone 5s-iPhone 6s, iPhone 6s Plus, iPad Air, iPad mini 2, iPad Air 2, iPad mini 3, iPad mini 4, iPad Pro, and iPod touch (6th gen).

This app is optimized for iPad Pro.

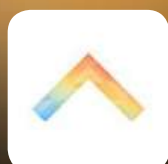


#09 – Why You Lying?

By Bruh Inc

Category: Entertainment

Requires iOS 8.0 or later. Compatible with iPhone, iPad, and iPod touch.



#10 – Boomerang from Instagram

By Instagram, Inc.

Category: Photo & Video

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#01 – OS X El Capitan

By Apple

Category: Utilities

Compatibility: OS X 10.6.8 or later



#02 – Xcode

By Apple

Category: Developer Tools

Compatibility: OS X 10.8.4 or later



#03 – Microsoft Remote Desktop

By Microsoft Corporation

Category: Business

Compatibility: OS X 10.7 or later, 64-bit processor



#04 – App for Instagram

By Joacim Ståhl

Category: Social Networking

Compatibility: OS X 10.7 or later, 64-bit processor



#05 – Dr. Cleaner

By Trend Micro

Category: Utilities

Compatibility: OS X 10.9 or later, 64-bit processor



#06 – Octagon

By Lukas Korba

Category: Games

Compatibility: OS X 10.8 or later, 64-bit processor



#07 – Full Deck Solitaire

By GRL Games

Category: Games

Compatibility: OS X 10.6.6 or later



#08 – Octagon Ball Labyrinth 3D

By Olga Goncharova

Category: Games

Compatibility: OS X 10.6.6 or later



#09 – OTP Manager

By Carlos de Boer Ver Voorn

Category: Productivity

Compatibility: OS X 10.9 or later, 64-bit processor



#10 – Kindle

By AMZN Mobile LLC

Category: Reference

Compatibility: OS X 10.8 or later

TOP Free Apps

Mac OS X

TOP Paid Apps

iOS



#01 – Emoji ;)

By Emoji+

Category: Utilities / Price: \$0.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#02 – Minecraft: Story Mode

By Telltale Inc

Category: Games / Price: \$4.99

Requires iOS 7.1 or later. Compatible with iPhone, iPad, and iPod touch.



#03 – Minecraft – Pocket Edition

By Mojang

Category: Games / Price: \$6.99

Requires iOS 5.1.1 or later. Compatible with iPhone, iPad, and iPod touch.



#04 – Geometry Dash

By RobTop Games AB

Category: Games / Price: \$1.99

Requires iOS 5.1.1 or later. Compatible with iPhone, iPad, and iPod touch.



#05 – Heads Up!

By Warner Bros.

Category: Games / Price: \$0.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.



#06 – New Emoji - Extra Emoji Stickers

By Emoji Apps GmbH

Category: Utilities / Price: \$1.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#07 – Plague Inc.

By Ndemic Creations

Category: Games / Price: \$0.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.



#08 – Bloons TD 5

By Ninja Kiwi

Category: Games / Price: \$2.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.



#09 – Neo Monsters

By NTT Resonant Inc.

Category: Games / Price: \$0.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPad Pro.



#10 – Facetune

By Lightricks Ltd.

Category: Photo & Video / Price: \$3.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.



#01 – GarageBand

By Apple

Category: Music / Price: \$4.99

Compatibility: OS X 10.9 or later



#02 – Duplicate Finder

By Trend Micro Incorporated

Category: Utilities / Price: \$4.99

Compatibility: OS X 10.9 or later, 64-bit processor



#03 – Disk Aid

By FIPLAB Ltd

Category: Utilities / Price: \$14.99

Compatibility: OS X 10.7.5 or later, 64-bit processor



#04 – 1Password

By AgileBits Inc.

Category: Productivity / Price: \$29.99

Compatibility: OS X 10.10 or later, 64-bit processor



#05 – Logic Pro X

By Apple

Category: Music / Price: \$199.99

Compatibility: OS X 10.8.4 or later, 64-bit processor



#06 – Batman Arkham City GOTY

By Feral Interactive Ltd

Category: Games / Price: \$4.99

Compatibility: OS X 10.7.5 or later



#07 – Final Cut Pro

By Apple

Category: Video / Price: \$299.99

Compatibility: OS X 10.10.4 or later, 64-bit processor



#08 – OS X Server

By Apple

Category: Utilities / Price: \$19.99

Compatibility: OS X 10.10.5 or later



#09 – Document Writer

By xiong feng

Category: Business / Price: \$9.99

Compatibility: OS X 10.7 or later



#10 – Pixelmator

By Pixelmator Team

Category: Graphics & Design / Price: \$29.99

Compatibility: OS X 10.9.5 or later, 64-bit processor

TOP Paid Apps

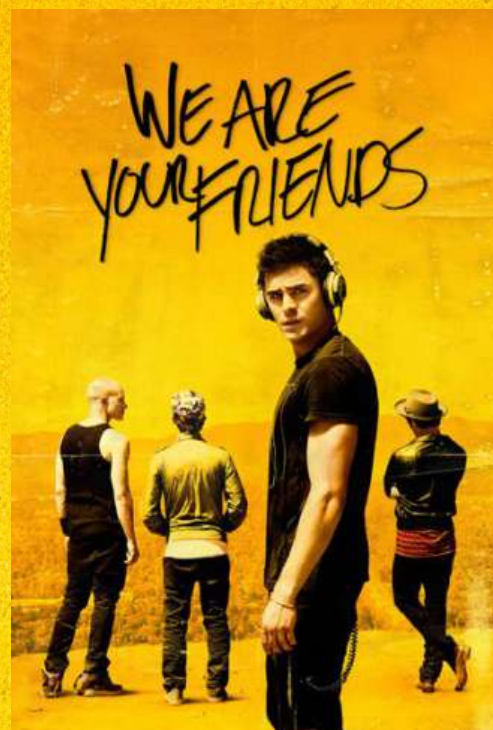
Mac OS X

iTunes

Review



Trailer



iTunes Preview



by Max Joseph
Genre: Drama
Released: 2015
Price: \$14.99

★★★★★
39 Ratings

Movies
& TV Shows

Rotten Tomatoes
42%
CERTIFIED FRESH



We Are Your Friends

23-year old DJ Cole Carter (Zac Efron) has ambitions to make it big in the world of electronic dance music (EDM), spending his days and nights working to make it happen. He then comes under the wing of a charismatic but damaged older DJ (Wes Bentley), only for the prospect of a forbidden relationship to force his choice between love, loyalty and destiny.

FIVE FACTS:

- 1.** The movie is directed by Max Joseph, who is well known for being the host and creator of popular TV series *Catfish*, which aims to unearth the truth about people's seemingly fine online relationships.
- 2.** The movie is named after the popular song "We Are Your Friends" by Justice vs. Simian.
- 3.** Cast member Zac Efron received DJ lessons from superstar DJ Alesso. Alesso has previously worked with, and supported, artists such as Calvin Harris, Madonna, and Hurts.
- 4.** This movie is Joseph's feature directorial debut.
- 5.** Emily Ratajkowski, who stars as Sophie, also appeared in the music video for controversial song "Blurred Lines" by Robin Thicke.



IT'S YOUR
TIME

WHA





Other video: cast interview

IT'S YOUR
CHANCE
WA

Evil Dead

In one of the most infamous and influential horror movies of all time, five friends travel to a cabin in the woods, only to unleash a horde of demons seeking revenge.

FIVE FACTS:

1. Director Sam Raimi has worked on other blockbuster movies including the series of Spiderman movies, "Drag Me to Hell", and "The Grudge"
2. The movie was filmed in a real-life abandoned cabin.
3. The movie is currently theatrically banned in Germany, and has been since its release.
4. Raimi originally wanted to title this movie "Book of the Dead," but producer Irvin Shapiro changed the title to "The Evil Dead" for fear that kids would be turned off seeing a movie with a literary reference.
5. The movie strangely spawned a musical, which has been running worldwide since 2003.



iTunes Preview



by Sam Raimi
Genre: Horror
Released: 1982
Price: \$4.99

★★★★★
445 Ratings

Rotten Tomatoes



96%



Trailer

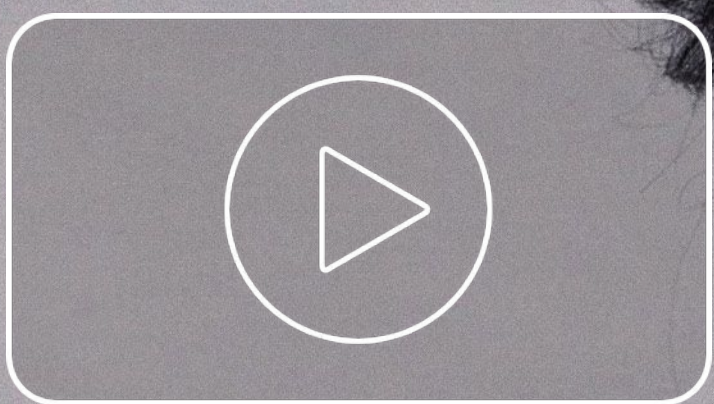




Cast interview

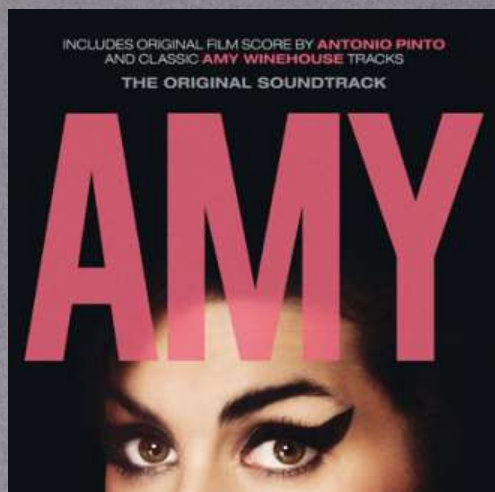
iTunes

Review



Trailer

Music



iTunes Preview



Genre: Soundtrack
Released: Oct 30, 2015
23 Songs
Price: \$14.99



44 Ratings

Amy (Original Motion Picture Soundtrack) Various

A mix of tracks by the movie's title star, and an original score by Antonio Pinto; this is the official soundtrack to the smash hit film depicting Amy Winehouse's life.

FIVE FACTS:

1. The soundtrack contains rare and exclusive live sessions, as well as alternative versions of her most popular tracks including "Back to Black" and "Rehab".
2. The second posthumous compilation album of Winehouse's music.
3. Antonio Pinto has also composed scores for movies including "Senna", "The Host", and "Snitch".
4. The album won the award for "Best Soundtrack" at the Film Club's Lost Weekend Awards.
5. The singer broke her second Guinness World Record after her death, for the most songs by a woman to simultaneously appear on the UK singles chart, with eight.



Interview with director



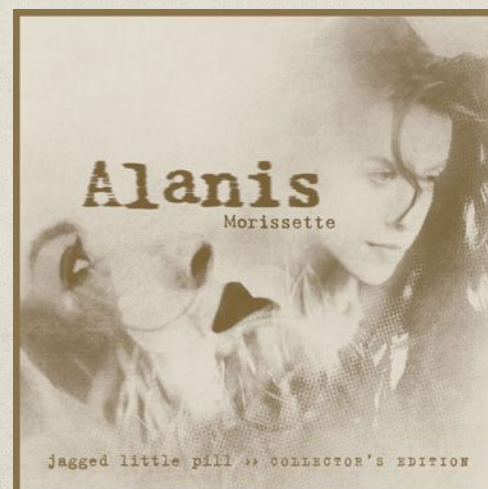
Jagged Little Pill (Collector's Edition)

Alanis Morissette

Released to celebrate the 20th anniversary of one of the defining albums of the nineties; this 4 disc boxset includes demos, acoustic versions, and live tracks.

FIVE FACTS:

- 1.** The album, when initially released, topped the charts in over 10 countries.
- 2.** It also saw Morissette win 4 Grammy Awards in 1996, being nominated for 6 overall.
- 3.** The tour that followed the album's release saw Taylor Hawkins play the drums for Morissette's band. Hawkins would later go on to join popular rock act Foo Fighters.
- 4.** Morissette has performed with, and opened for, artists including The Rolling Stones, Avril Lavigne, and rather strangely, Vanilla Ice.
- 5.** The album has sold over 33 million units worldwide.



iTunes Preview

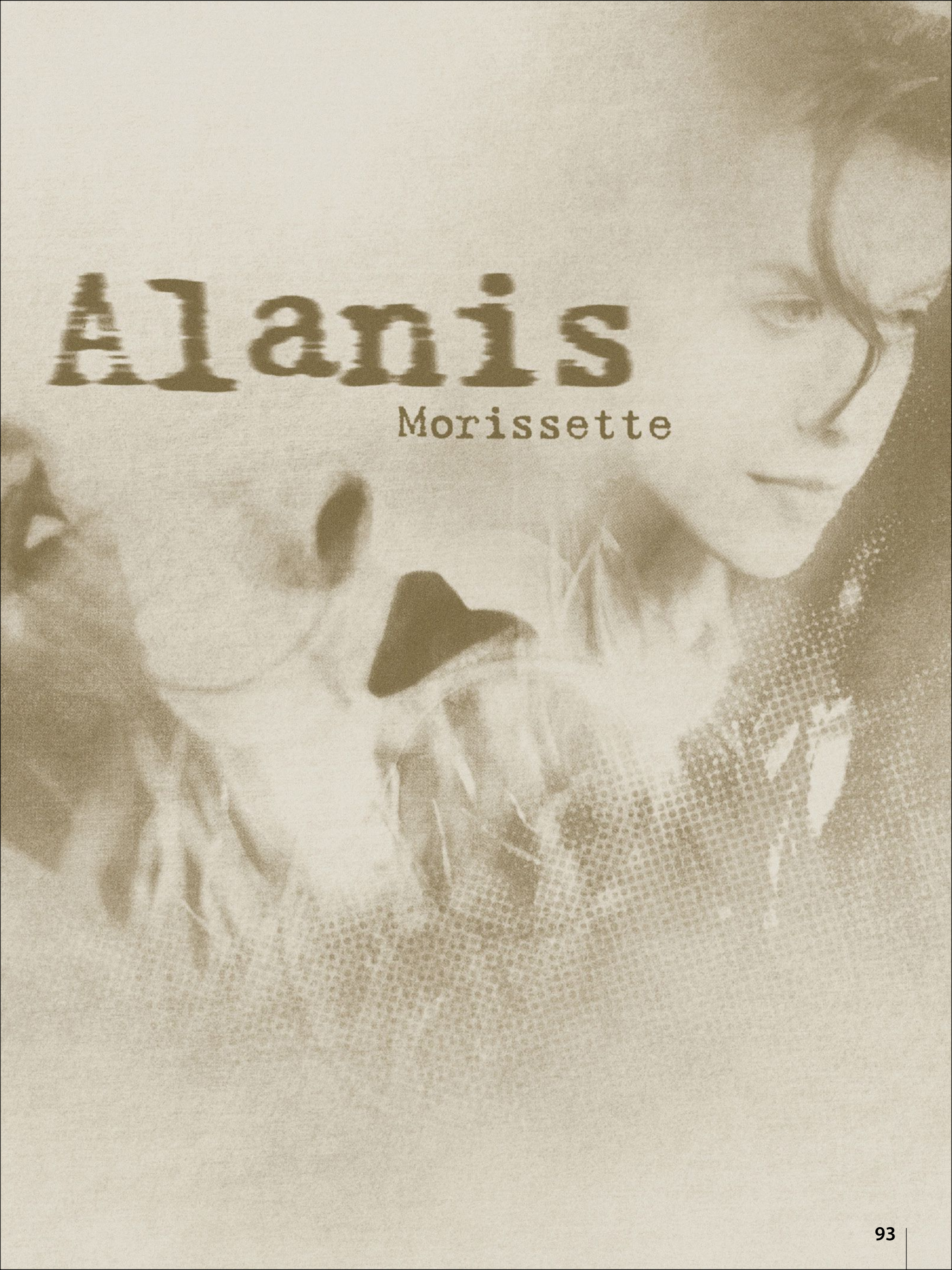


Genre: Alternative
Released: Jun 13, 1995
52 Songs (4 discs)
Price: \$29.99

★★★★★
28 Ratings



Ironic



Alanis


Morissette



You Oughta Know







BOX OFFICE TOP 20: 'BURNT,' 'CRISIS' SCARE AWAY MOVIEGOERS

"The Martian" finished its October dominance with \$11.7 million over the Halloween weekend, taking the top spot at the box office for the fourth weekend and bringing its five-week cumulative total to \$183.1 million.

The top three films remained unchanged from the previous week. All new wide-releases were largely ignored by trick-or-treating moviegoers.

Bradley Cooper's chef drama "Burnt" (\$5 million) and Sandra Bullock's political satire "Our Brand Is Crisis" (\$3.2 million) both flopped, as did the horror comedy "Scouts Guide to the Zombie Apocalypse" (\$1.8 million). In its nationwide expansion, the CBS News docudrama "Truth" fell flat, too, earning just \$876,000.

The top 20 movies at U.S. and Canadian theaters Friday through Sunday, followed by distribution studio, gross, number of theater locations, average receipts per location, total gross and number of weeks in release, as compiled Monday by Rentrak:

1. *"The Martian,"* 20th Century Fox, \$11,715,097, 3,218 locations, \$3,640 average, \$183,121,850, 5 weeks.

2. *"Goosebumps,"* Sony, \$9,867,077, 3,618 locations, \$2,727 average, \$56,761,492, 3 weeks.

3. *"Bridge Of Spies,"* Disney, \$8,389,284, 2,873 locations, \$2,920 average, \$45,531,900, 3 weeks.

4. *"Hotel Transylvania 2,"* Sony, \$5,860,784, 2,962 locations, \$1,979 average, \$156,035,264, 6 weeks.

5. *"The Last Witch Hunter,"* Lionsgate, \$5,162,398, 3,082 locations, \$1,675 average, \$19,025,259, 2 weeks.





8



9

8





6. *"Burnt," The Weinstein Company,*
\$5,002,521, 3,003 locations, \$1,666
average, \$5,002,521, 1 week.

7. *"Paranormal Activity: The Ghost
Dimension," Paramount, \$3,435,120,*
1,530 locations, \$2,245 average,
\$13,554,743, 2 weeks.

8. *"Our Brand Is Crisis," Warner Bros.,*
\$3,238,433, 2,202 locations, \$1,471
average, \$3,238,433, 1 week.

9. *"Crimson Peak," Universal, \$3,072,100,*
2,112 locations, \$1,455 average,
\$27,708,080, 3 weeks.

10. *"Steve Jobs," Universal, \$2,691,360,*
2,493 locations, \$1,080 average,
\$14,652,043, 4 weeks.

12



15





11. *"The Intern,"* Warner Bros., \$2,407,280, 1,521 locations, \$1,583 average, \$68,562,024, 6 weeks.

12. *"Scouts Guide to the Zombie Apocalypse,"* Paramount, \$1,841,007, 1,509 locations, \$1,220 average, \$1,841,007, 1 week.

13. *"Woodlawn,"* Pure Flix, \$1,734,949, 1,255 locations, \$1,382 average, \$10,705,922, 3 weeks.

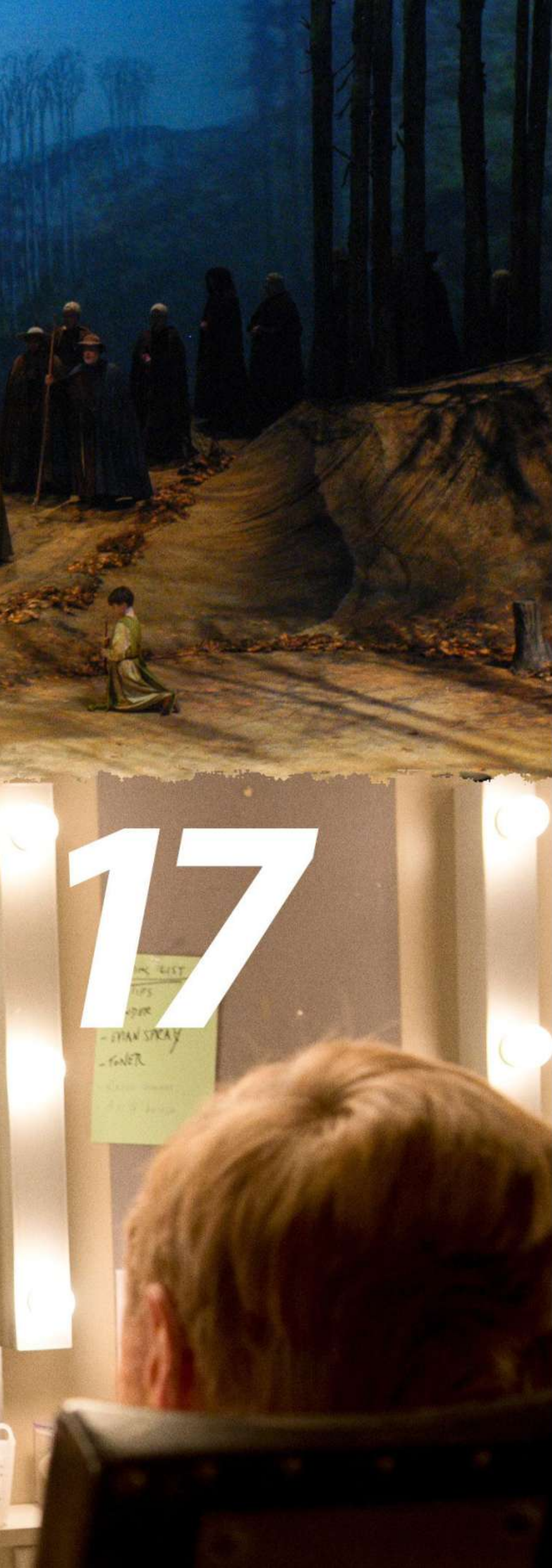
14. *"Sicario,"* Lionsgate, \$1,719,573, 1,073 locations, \$1,603 average, \$42,076,784, 7 weeks.

15. *"Pan,"* Warner Bros., \$1,215,209, 1,158 locations, \$1,049 average, \$31,860,941, 4 weeks.



16





16. *"MET Opera: Tannhauser," Fathom Events, \$1,150,000, 900 locations, \$1,278 average, \$1,150,000, 1 week.*

17. *"Truth," Sony Pictures Classics, \$875,935, 1,122 locations, \$781 average, \$1,126,512, 3 weeks.*

18. *"Maze Runner: The Scorch Trials," 20th Century Fox, \$808,822, 671 locations, \$1,205 average, \$78,890,492, 7 weeks.*

19. *"Jem And The Holograms," Universal, \$387,925, 2,417 locations, \$160 average, \$2,028,755, 2 weeks.*

20. *"The Visit," Universal, \$368,740, 412 locations, \$895 average, \$64,367,670, 8 weeks.*

Universal and Focus are owned by NBC Universal, a unit of Comcast Corp.; Sony, Columbia, Sony Screen Gems and Sony Pictures Classics are units of Sony Corp.; Paramount is owned by Viacom Inc.; Disney, Pixar and Marvel are owned by The Walt Disney Co.; Miramax is owned by Filmyard Holdings LLC; 20th Century Fox and Fox Searchlight are owned by 21st Century Fox; Warner Bros. and New Line are units of Time Warner Inc.; MGM is owned by a group of former creditors including Highland Capital, Anchorage Advisors and Carl Icahn; Lionsgate is owned by Lions Gate Entertainment Corp.; IFC is owned by AMC Networks Inc.; Rogue is owned by Relativity Media LLC.





'CALL OF DUTY' CREATORS BUY 'CANDY CRUSH' MAKER FOR \$5.9B

The company behind the hugely successful "Call of Duty" has struck a \$5.9 billion deal to buy the makers of the highly addictive "Candy Crush" and take advantage of the way video games are moving out of living rooms and onto smartphones and tablets.

Activision Blizzard's purchase of King Digital Entertainment, announced Tuesday, will create one of the world's biggest entertainment networks, with more than a half-billion monthly active users in 196 countries, by Activision's count.

The move is expected to help Activision get its home-console games onto players' mobile devices, a market with seemingly huge potential.





The company said it expects mobile gaming to generate more than \$36 billion in revenue by the end of 2015 and grow more than 50 percent by 2019.

The deal is also bound to help Activision attract more women as customers.

Activision's fortunes tend to hinge on its latest "Call of Duty" game. Launched in 2003, the violent, first-person shooter games generated \$11 billion in sales through the end of the 2014 fiscal year. Activision also makes the "World of Warcraft" and "Skylanders" games.

While those kinds of games don't traditionally appeal to women, Activision CEO Robert Kotick told CNBC on Tuesday that about 60 percent of King's audience is female.

"Attracting women to gaming is a really important part of our strategy," he said.

"Candy Crush" has proved one of the most addictive mobile games, so much so that a British lawmaker was admonished after being caught playing it during a parliamentary hearing.

But it is declining in popularity, and King has struggled to follow up on its success. The company's revenue fell 18 percent to \$490 million in the second quarter.

Jefferies analysts Brian Pitz and Brian Fitzgerald said replicating the success of Candy Crush is a daunting task.

"We expect a heavy dose of skepticism from investors especially given the large deal size," the analysts said in a research note.

The acquisition isn't without risk, for while mobile games have proved popular with



King

everyone from toddlers to senior citizens, they are also tough to make money off of, as companies such as King and its rival Zynga Inc. have found.

While Activision stock has tripled over the past three years, its revenue has fallen from \$3.6 billion in fiscal 2012 to \$2.8 billion in 2014. King's stock hasn't made much headway since the company went public in March 2014.

Activision, based in Santa Monica, California, will pay \$18 in cash for each King share, 20 percent over its Friday closing price.

The boards of both companies have approved the deal, but King shareholders must still vote on it and regulators in Ireland, where King is based, must also sign off.

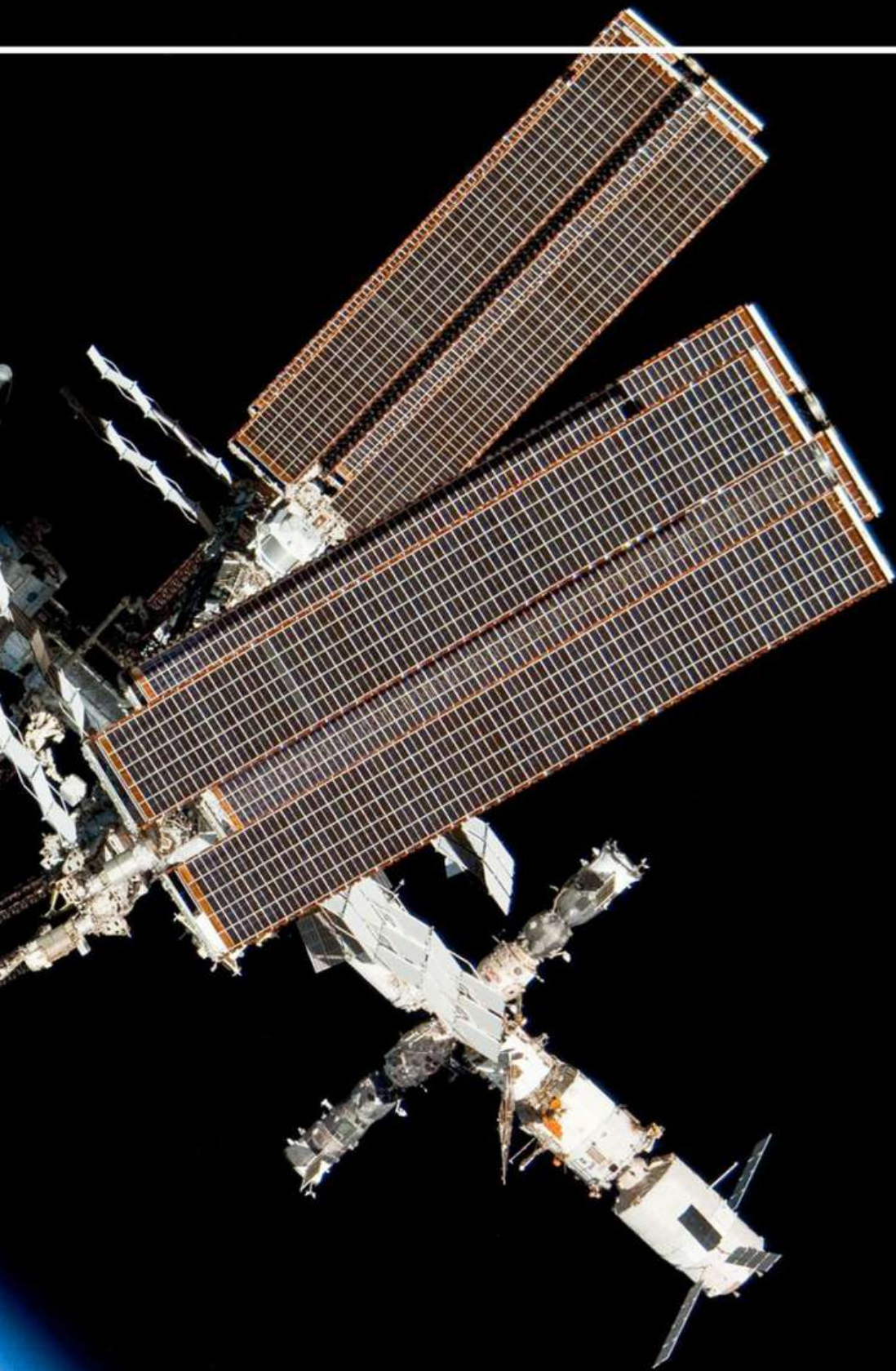
King stock climbed 14 percent, or \$2.19, to \$17.73 Tuesday morning after the deal was announced. Activision rose 32 cents to \$34.89.

The image shows two orange folders or book covers stacked diagonally. The top folder is slightly offset to the left, revealing the bottom folder underneath. Both folders feature a yellow, stylized script logo that reads 'Kung'. The folders have a black border. The background is a light grey surface.

Kung

SCIENCE





SPACE
STATION
MARKS 15
YEARS OF
NONSTOP
HUMAN
PRESENCE

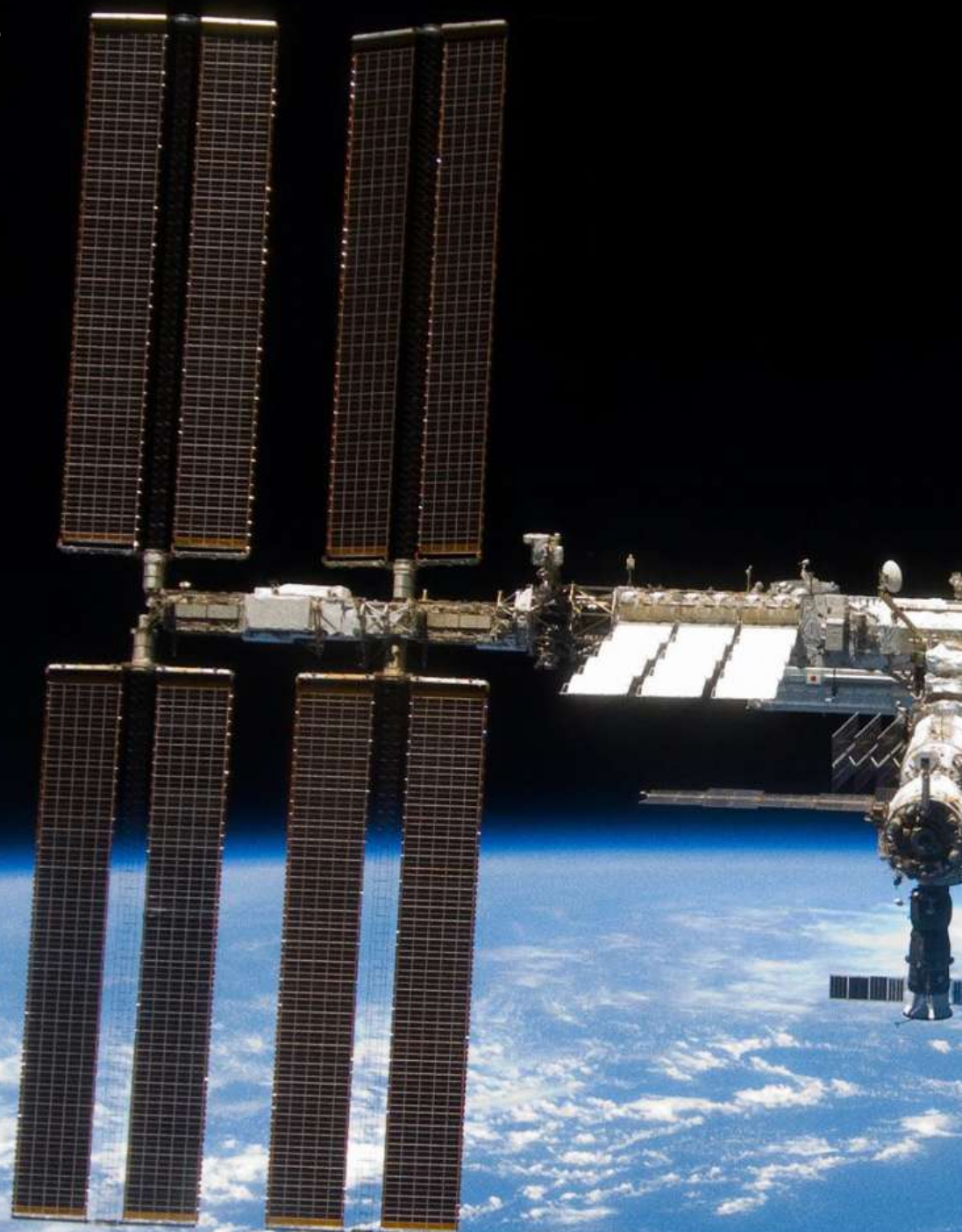
Humankind marked an off-the-planet pinnacle Monday: the 15th anniversary of continuous residency at the International Space Station.

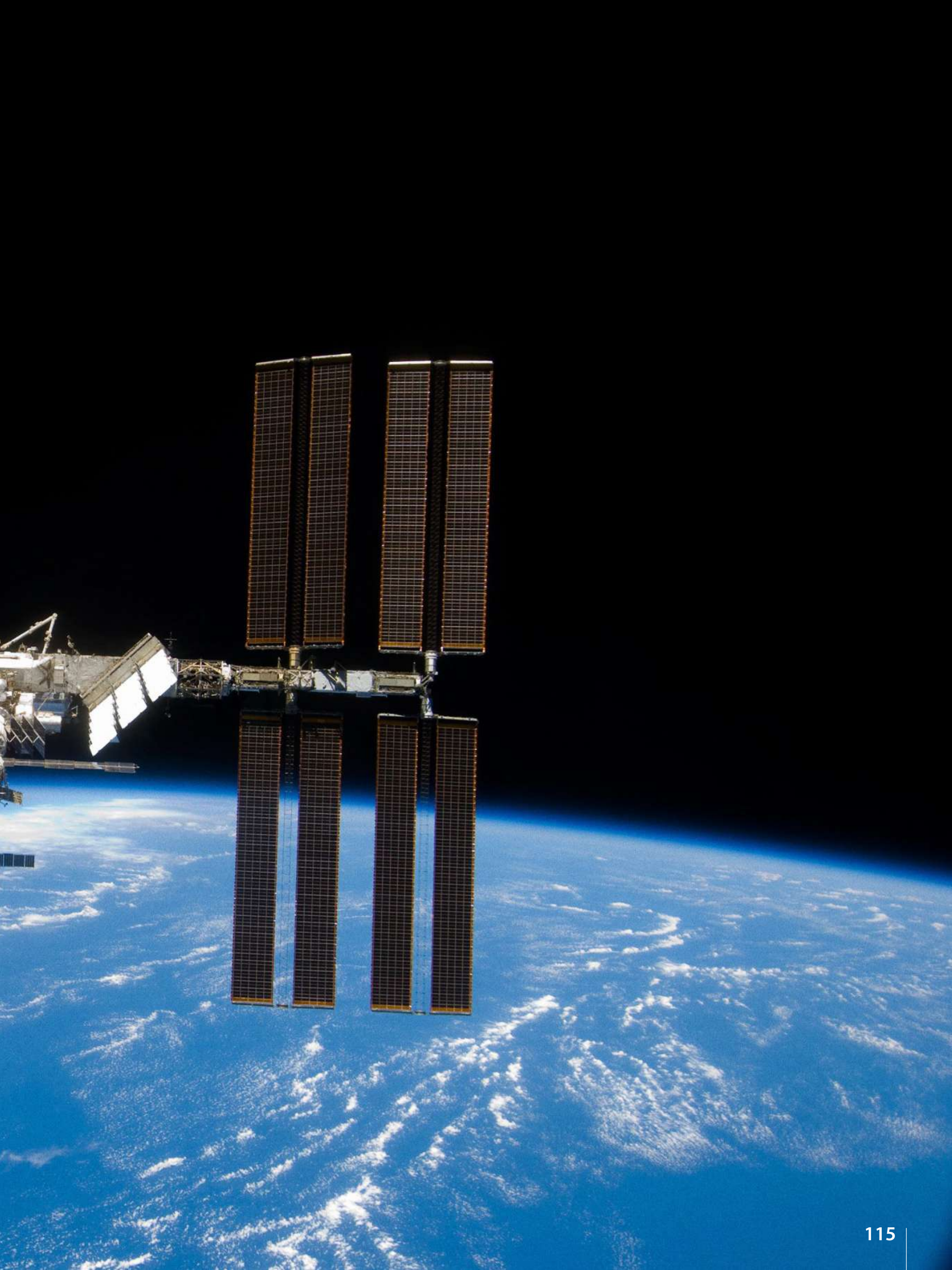
NASA and its global partners celebrated the milestone, as did the six astronauts on board. The U.S., Russian and Japanese spacemen planned a special dinner 250 miles up.

Commander Scott Kelly, seven months into a yearlong mission, said the biggest benefit of the orbiting lab is furthering long-term exploration goals deeper into space.

"The space station really is a bridge. It's a test bed for the technologies that we need to develop and understand in order to have a successful trip to Mars," American astronaut Kjell Lindgren noted during a news conference.

Since the first permanent crew moved in on Nov. 2, 2000, 220 people have come and gone, representing 17 countries.





The United States is in the lead because of all the space shuttle flights that were needed to deliver station pieces; Russia is in second place, and Canada and Japan tied for third. At least one American and one Russian have been on board at all times.

More than 26,500 meals have been dished up, according to NASA, and the complex has grown from three to 13 rooms since 2000. The current structure has a mass of nearly 1 million pounds and as much pressurized volume as a Boeing 747.

The most important experiment, Kelly said, is about keeping humans alive in space. His one-year mission with Russian Mikhail Kornienko, due to end in March, includes 400 experiments, many of them medical. Americans have never spent this long in space; the Russians have, but it was decades ago on the former Mir station.

NASA puts the number of experiments at this space station, over the years, at more than 1,760. At the same time, there have been 189 spacewalks to build and maintain the outpost since construction began in 1998; No. 190 will occur Friday when Kelly and Lindgren venture out for the second time in 1½ weeks.



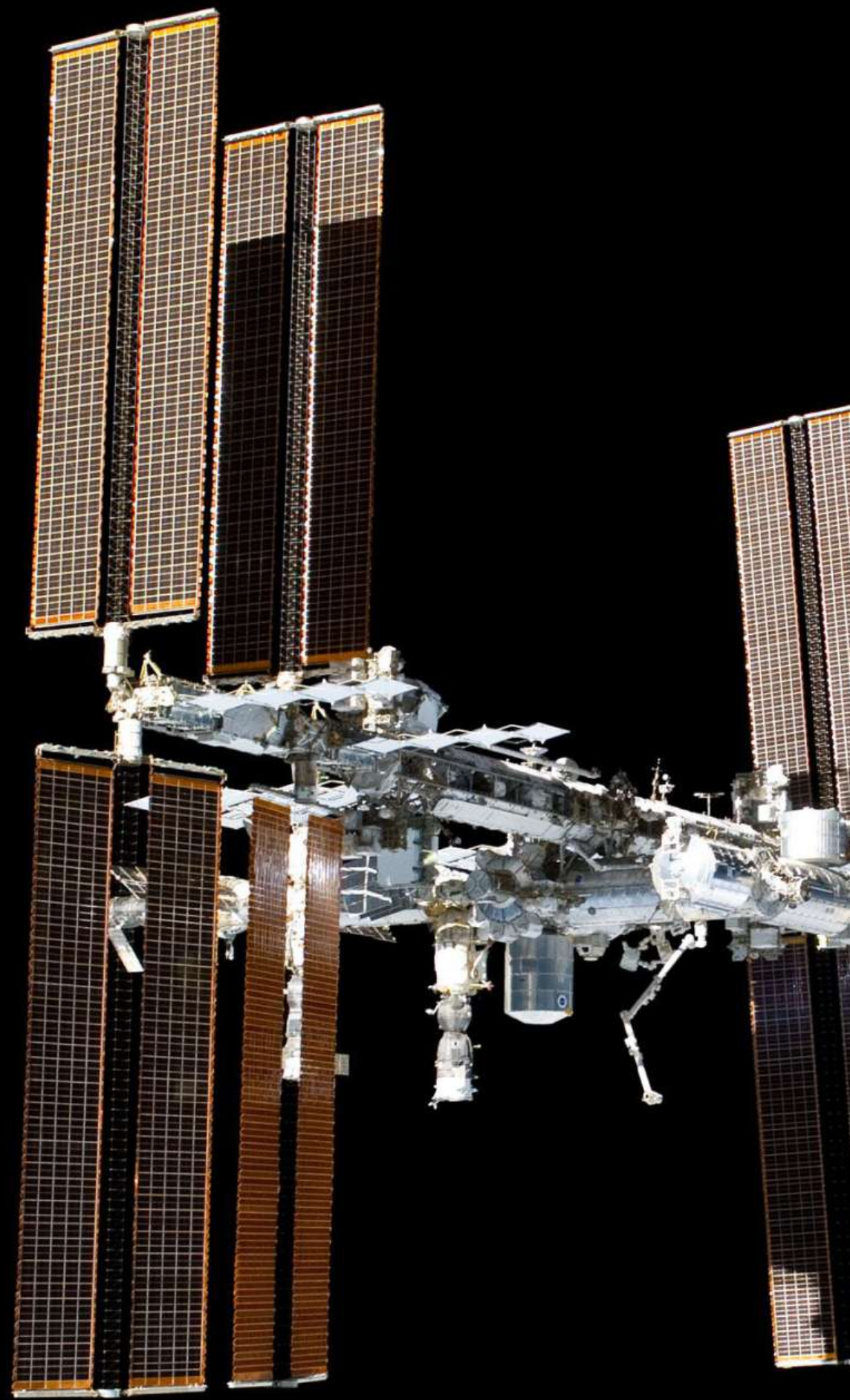


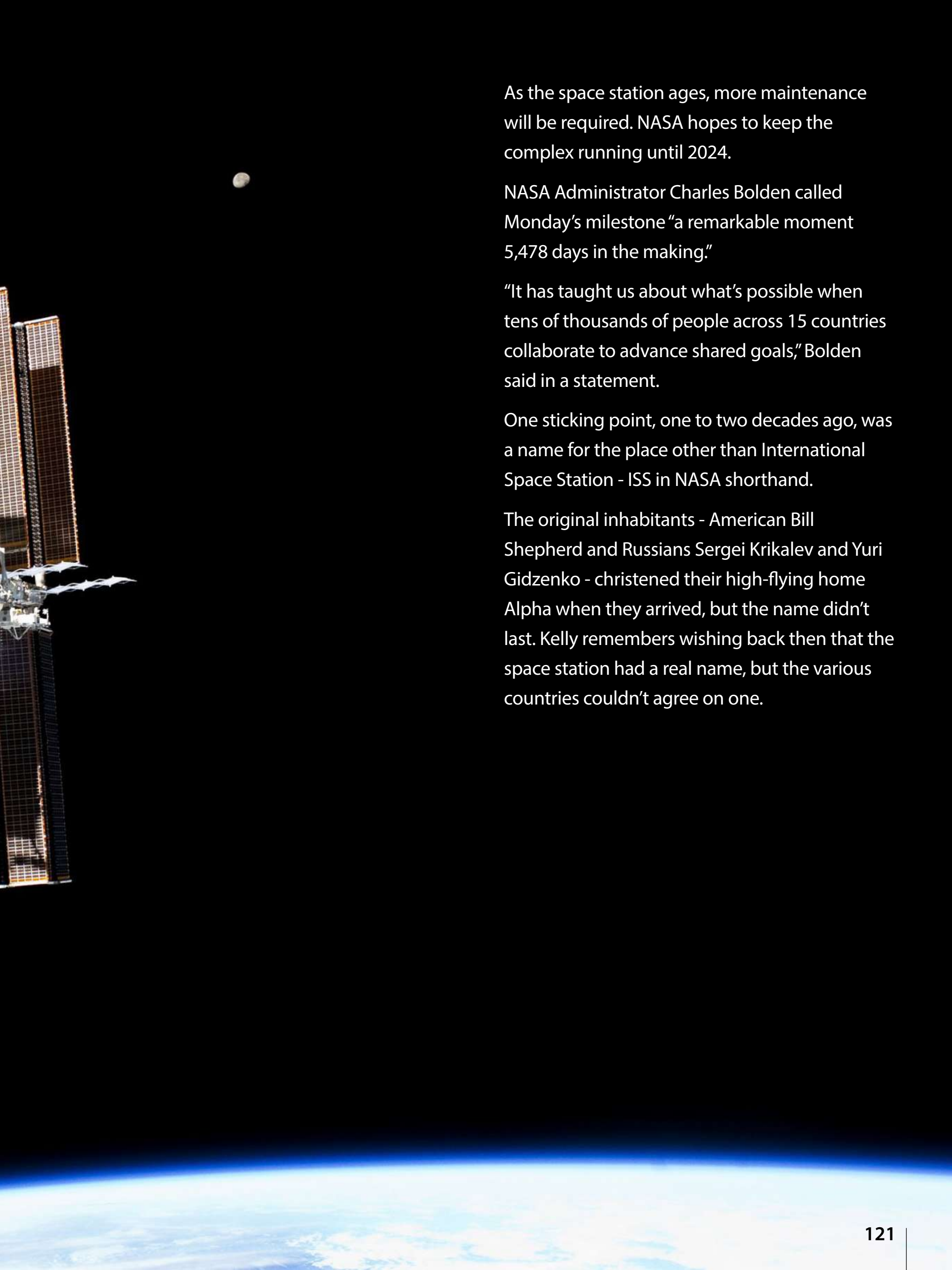


Atlantis

Canada







As the space station ages, more maintenance will be required. NASA hopes to keep the complex running until 2024.

NASA Administrator Charles Bolden called Monday's milestone "a remarkable moment 5,478 days in the making."

"It has taught us about what's possible when tens of thousands of people across 15 countries collaborate to advance shared goals," Bolden said in a statement.

One sticking point, one to two decades ago, was a name for the place other than International Space Station - ISS in NASA shorthand.

The original inhabitants - American Bill Shepherd and Russians Sergei Krikalev and Yuri Gidzenko - christened their high-flying home Alpha when they arrived, but the name didn't last. Kelly remembers wishing back then that the space station had a real name, but the various countries couldn't agree on one.

"Now, it's the 'space station' to me and I think it's a great name," Kelly told reporters. "The name 'International Space Station' really represents what it is. So in some ways, maybe it's a better name."

As for day-to-day life, Japanese astronaut Kimiya Yui said the space station has yielded a unique culture given all the nationalities involved, with the crew members respecting each other. If this were practiced back on the planet, he noted, "the Earth will be a much better place."

Online:

NASA: http://www.nasa.gov/mission_pages/station/main/index.html









TOP 10 SONGS

HELLO

ADELE

SORRY

JUSTIN BIEBER

HOTLINE BLING

DRAKE

FOCUS

ARIANA GRANDE

STITCHES

SHAWN MENDES

EX'S & OH'S

ELLE KING

**LIKE I'M GONNA LOSE YOU
(FEAT. JOHN LEGEND)**

MEGHAN TRAINOR

WILDEST DREAMS

TAYLOR SWIFT

WHAT DO YOU MEAN?

JUSTIN BIEBER

HERE

ALESSIA CARA





TOP

10 ALBUMS

25
ADELE

PURPOSE (DELUXE)
JUSTIN BIEBER

WE LOVE DISNEY (DELUXE)
VARIOUS ARTISTS

STORYTELLER
CARRIE UNDERWOOD

1989
TAYLOR SWIFT

BETWEEN THE PINES (ACOUSTIC MIXTAPE)
SAM HUNT

NOW THAT'S WHAT I CALL MUSIC, VOL. 56
VARIOUS ARTISTS

WIPE OUT!
THE NEIGHBOURHOOD

MADE IN THE A.M. (DELUXE EDITION)
ONE DIRECTION

SOUNDS GOOD FEELS GOOD (DELUXE)
5 SECONDS OF SUMMER



TOP 10

MUSIC VIDEOS

HELLO

ADELE

FOCUS

ARIANA GRANDE

HOTLINE BLING

DRAKE

WATCH ME (WHIP / NAE NAE)

SILENTÓ

THRILLER

MICHAEL JACKSON

WILDEST DREAMS

TAYLOR SWIFT

PERFECT

ONE DIRECTION

BAD BLOOD (FEAT. KENDRICK LAMAR)

TAYLOR SWIFT

STRIP IT DOWN

LUKE BRYAN

BETTER WHEN I'M DANCIN'

MEGHAN TRAINOR





TOP 10 TV SHOWS

HERE'S NOT HERE

THE WALKING DEAD, SEASON 6

THANK YOU

THE WALKING DEAD, SEASON 6

GET OUT OF JAIL, FREE

SCANDAL, SEASON 5

THE ZYGON INVASION

DOCTOR WHO, SEASON 9

ARIOCH CAIN (NO. 50)

THE BLACKLIST, SEASON 3

DEVIL'S NIGHT

AMERICAN HORROR STORY: HOTEL, SEASON 5

EPISODE 4

THE LAST KINGDOM

JSS

THE WALKING DEAD, SEASON 6

TWO BIRDS, ONE MILLSTONE

HOW TO GET AWAY WITH MURDER, SEASON 2

FIRST TIME AGAIN

THE WALKING DEAD, SEASON 6





TOP 10 BOOKS

ROGUE LAWYER

JOHN GRISHAM

SEE ME

NICHOLAS SPARKS

CAREER OF EVIL

ROBERT GALBRAITH

THE SURVIVOR

VINCE FLYNN & KYLE MILLS

THE MARTIAN

ANDY WEIR

DEPRAVED HEART

PATRICIA CORNWELL

THE BILLIONAIRE BARGAIN 2

LILA MONROE

THE GAME PLAN

KRISTEN CALLIHAN

THE MURDER HOUSE

JAMES PATTERSON & DAVID ELLIS

ALL YOU COULD ASK FOR

MIKE GREENBERG





2 DEGREES, FLIES PLANES, AUTHOR, WORKS AT NASA. HIS AGE? 17

Moshe Kai Cavalin has two college degrees, but he's too young to vote. He flies airplanes, but he's too young to drive a car alone.

Life is filled with contrasts for Cavalin, a 17-year-old from San Gabriel, California, who has dashed by major milestones as his age seems to lag behind. He graduated from community college at age 11. Four years later, he had a bachelor's in math from the University of California, Los Angeles.

This year, he started online classes to get a master's in cybersecurity through the Boston area's Brandeis University. He decided to postpone that pursuit for a couple of terms, though, while he helps NASA develop surveillance technology for airplanes and drones.

Between all that, he has racked up an exhausting list of extracurricular feats. He just published his second book, drawing on his experience being bullied and stories he's heard from others.

He plans to have his airplane pilot's license by the year's end. At his family's home near Los Angeles, he has a trove of trophies from martial arts tournaments.

Still, Cavalin insists that he's more ordinary than people think. He credits his parents for years of focused instruction balanced by the freedom to pick his after-school activities. His eclectic interests stem from his cultural heritage, he said, with a mother from Taiwan and a father from Brazil.

"My case isn't that special. It's just a combination of parenting and motivation and inspiration," he says after a recent shift at NASA's Armstrong Flight Research Center in Edwards, California. "I tend to not compare myself that often to other people. I just try to do the best I can."

His parents say he was always a quick study. At 4 months, he pointed to a jet in the sky and said the Chinese word for airplane, his first word. Cavalin hit the limits of his home schooling after studying trigonometry at age 7. Then his mom started driving him to community college.

"I think most people just think he's a genius, they believe it just comes naturally," said Daniel Judge, a professor of mathematics who taught Cavalin for two years at East Los Angeles College. "He actually worked harder than, I think, any other student I've ever had."

But his rapid rise hasn't been without twists. Early in college, he dreamed of being an astrophysicist. When he started taking advanced physics classes, though, his interest waned. His fascination in cryptography led him toward computer science.

That has been a better fit, Cavalin said. He was surprised when NASA called to offer work after rejecting him in the past because of his age. Ricardo Arteaga, his boss and mentor at NASA, says Cavalin was perfect for a project that combines math, computers and aircraft technology.



VIAATICA



"I needed an intern who knew software and knew mathematical algorithms," Arteaga says. "And I also needed a pilot who could fly it on a Cessna."

In the office, Cavalin is a quiet worker with a subtle sense of humor, Arteaga says. They laugh about the stuff scientists laugh about. His daily work at NASA has included running simulations of airplanes and drones that are headed for collision, and then finding ways to route them to safety.

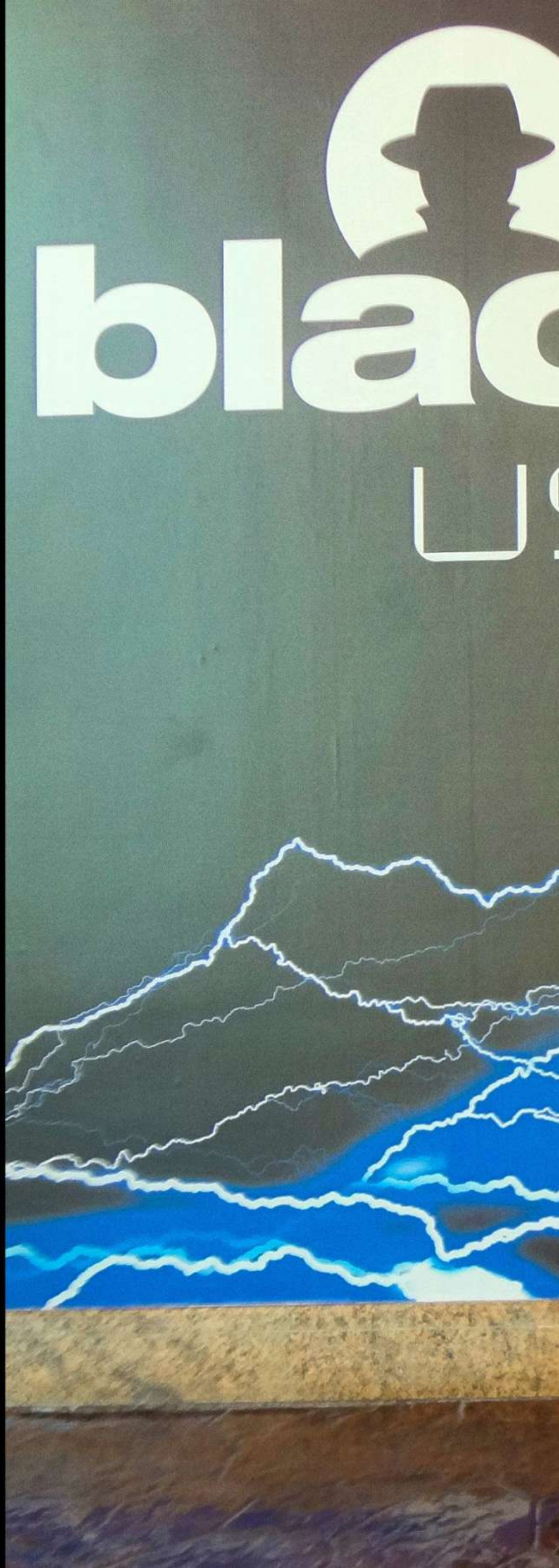
"He's really sharp in mathematics," Arteaga says. "What we're trying to bring out more is his intuitive skills."

In conversation, Cavalin speaks with the even cadence and diction of someone who chooses his words with care. He's unflappable, at least until he discusses his distaste for being called a certain word: "One word I don't take too kindly is genius," he said. "Genius is just kind of taking it too far."

After he finishes his master's from Brandeis, Cavalin hopes to get a master's in business at the Massachusetts Institute of Technology. Later, he wants to start his own cybersecurity company.

For now, though, he's counting down the days until his 18th birthday, when he'll be able to get a full driver's license under California law. Living away from home to work at NASA, he relies on his landlord for rides to the grocery store, or he takes a taxi. His older colleagues drive him to work every day.

As for the other teenage stuff, Cavalin says he'll wait until he gets his doctorate degree to find a girlfriend. He's only half-joking.



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